

RESICA FALLS SCOUT RESERVATION



2012
LEADERS'
GUIDE



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Cradle of Liberty Council

Boy Scouts of America

January 2012

Greetings!

We are excited that your Troop has selected Resica Falls Scout Reservation as your summer camp home for 2012. A top-notch staff is being selected and we are working hard to provide a quality Scout camping experience.

This 2012 Camp Leader's Guide is your key resource. Please read it carefully, as it has changed, and share it with your other camp leaders, parents, Scouts, and your Senior Patrol Leader. Use it as a reference in planning your activities and advancement in camp. We are proud to offer a well rounded program and have added several new features to make this an exciting experience. Our theme this year is the Olympics so start training as the camp gears up for a fun-filled week of activities and competitions. Whether you are a first year camper or a seasoned veteran, we are committed to meeting your individual needs and expectations.

Please also study our camp policies and procedures. They are based on the principles of our Scout Oath and Law and are meant to ensure that camp operates safely, effectively, and enjoyably for everyone during their stay at Resica Falls.

If you have any questions concerning Resica Falls summer camp, please do not hesitate to contact us. We are here to serve you. Call on us for assistance at the camping office at the Roger S. Firestone Scouting Resource Center (610) 688-6900 or find us on the web at <http://www.colbsa.org>.

Thanks for your tireless dedication to Scouting, and we look forward to seeing you at camp.

Yours in Scouting,

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WELCOME TO RESICA FALLS

Situated in the beautiful Pocono Mountains, Resica Falls Scout Reservation is a 4200+ acre Scouting Paradise. Set in what seems like an endless track of mountain trails, clear streams, and waterfalls is an amazing program of activities for Scouts to enjoy for their summer camp experience.

Founded in 1957 by a joint effort between the Valley Forge and Philadelphia Councils to create a huge parcel of land for Scouts to use for generations to come. Although the Valley Forge Council would become the sole proprietor of the property in 1965, these same two councils would merge in 1996 creating the Cradle of Liberty Council where Scouts from Delaware, Montgomery, and Philadelphia counties would once again find themselves stewards of this wilderness treasure. The Council would later enter into a land trust agreement preserving the property forever as an undeveloped forest for Scouting use. In 2007, Resica Falls celebrated its 50th summer season of Scout camping. Since its founding, tens of thousands of Scouts have enjoyed an experience among the hidden natural treasures creating memories that will last a lifetime.

The camp capacity is 550 participants each week in our Dining Hall operation. The camp boasts a brand new pool and shower house facility built in 2006 with a three-story water slide. Additional recent improvements have included the construction of a new Health Lodge (Bear Lodge - 2002), a new boat house at the lake (2004), new office facilities (Unami Lodge - 2006), renovated Trading Post (2007 & 2011), new Rifle Range (2008), Dining Hall expansion (2010), and new Shotgun Range and improved Handicapped Campsite Facilities (2011).

TROOP PLANNING COUNTDOWN

The steps below will help guide you through your planning process in preparation for your summer camp experience at Resica Falls this summer. The key to a successful week in camp is planning and preparation. The more you plan and the better you prepare, the more successful the week. Remember the key to planning a successful program is to involve the whole troop and the most important ingredient is fun.

The greatest feature of the Resica Falls program, as we are sure you will discover, is its flexibility. Please remember, you are the reason for us being here and we will strive to make your week at camp a success. Our goal is to maintain the highest standards, address the smallest detail, and go the extra mile. This is what Resica Falls quality and excellence are all about.

Begin the process by reading the entire leaders guide. We realize that the sequence of events below may be different in each Troop.

1. Your reservation is made at the council service center and you have a plan for securing the total camp fee from each of the Scouts so that you can pay the balance by May 1st in order to take advantage of the discounted rate. Download the current Leaders' Guide from the Cradle of Liberty Council's Camping Website and read through it thoroughly.
2. You need to have a serious discussion with yourself and the other adults in your unit. "What do I want to accomplish as Scoutmaster?" How can I insure a well organized, balanced program for summer camp...a program that will enrich the life of each Scout and, at the same time, strengthen our patrol and troop organization for year round operation? What are the goals for my troop?"
3. Confirm patrol organization for summer camp. "Natural" patrols, which operate all year, are the most desirable. If this is impossible, create new patrols for the summer camp experience. Organize your patrols well before camp. It is highly recommended that you select at least one Troop junior leader, preferably your Senior Patrol Leader, to attend the NYLT Junior Leader Training Conference this summer at Camp Delmont. Contact the Cradle of Liberty Council Camping Office for more information.
4. If you have not already done so, conduct a Camp Promotion Parents' Night to present camp plans and share with boys and parents information about our camp, program highlights, adult leadership, physical examination, fee payment information, etc. Distribute medical forms. Don't forget Specialty Camps and High Adventure Experiences for Scouts who want to attend camp for an additional week. Contact the Council Camping Department for assistance or check out the Camping Website of the Cradle of Liberty Council at www.colbsa.org and click on camping. Remember there is an extra discount for a second week at a Cradle of Liberty Camp.
5. FIND OUT WHAT THE SCOUTS WANT! Ask them, don't just guess. Some things they will want to do on their own, other things by patrol and others with the whole troop. Have each patrol meet to list its ideas in each category. Survey the troop for special program requests- i.e. biking, canoeing, hiking, etc.
6. Use the troop Advancement record chart to determine each Scout's advancement needs. Give each Scout a copy of the merit badge opportunities (pages 27-28). Have them select the merit badges they wish to pursue at camp, then discuss the advance preparation necessary for each badge. Be sure to have the Scouts prepare for what they plan to do. For example those participating in the Dan Beard program should review requirements for tenderfoot through first class. Remember, be prepared.

7. Meet with your Patrol Leader's Council (PLC) - the thought and time spent in this meeting will open the doors to real adventure. Have the PLC set goals for camp.
8. After considering your goals, patrol organization, individual boy desires, advancement needs and Patrol Leader Council goals, develop a realistic list of objectives for summer camp. Then plan a program around them. Your Patrol Leaders Council should plan, in detail, the entire troop program for camp. Refer to this Leaders Guide for help. **THIS IS VITAL TO THE SUCCESS OF YOUR WEEK IN CAMP.**
9. Follow up on the Scouts that have not signed up for camp. Sell them on going because of the program you have planned.
10. Attend the Cradle of Liberty Council Pre-Camp Leaders Orientation with your Senior Patrol Leader on Monday, April 30, 2012. Receive copies of the necessary blank medical forms for each person attending camp. Confirm the number of Scouts attending camp.
11. Pay balance of camp fees owed not later than May 1st.
12. Finalize your Troop roster of those attending camp. Obtain home addresses and telephone numbers of all Scouts (including parents' vacation address and phone number) or that of nearest relative, for use in emergencies.
13. Troop leaders attend the June Pre-Camp Meeting prior to your camp attendance at the Firestone Scout Service Center near Valley Forge for the up to the minute details on the Camp Program and Operation.
Troops attending Weeks 1-4 June 4, 2012
Troops attending Weeks 5-7 June 11, 2012
Any changes are usually announced at this time and it is at this meeting where your campsite and arrival time will be assigned. Questions? Come to this meeting with all your questions and be sure to have anything you are uncertain about cleared up. In addition feel free to call Cradle of Liberty Council camping office at (610) 688-6900 with any questions. You can call the camp at (570) 223-8312 with your program questions after June 18th when camp opens
14. Collect and review medical forms for all Scouts and leaders attending camp. Check for completeness of all information, and parents and doctors CURRENT signatures and dates. See Medical Form Instructions page of this Leaders Guide.
15. Arrange for transportation to camp and for the return home.
16. Check in at camp on Sunday at designated time.
17. While at camp, your program commissioner is there to help you implement your troop's program.

ADVANCE PREPARATIONS CHECKLIST

REQUEST YOUR TROOP COMMITTEE TO:

- ☐ Visit homes of Scouts not signed up for camp to encourage their attendance
- ☐ Arrange transportation and location for departure
- ☐ Collect all fees and transmit to the Cradle of Liberty Council Office prior to May 1st.
- ☐ Arrange for Camp Board of review, if desired
- ☐ Complete a tour permit if you are from outside the Cradle of Liberty Council.

AT PARENTS' MEETING AT LEAST 3 MONTHS PRIOR TO CAMP:

- ☐ Confirm transportation details to and from camp
- ☐ Distribute Health and Medical Record - for youth and adults
- ☐ Explain to all parents what summer camp is all about and why every Scout should attend
- ☐ Review general information sheet and personal equipment lists. Review special camp programs and activities. Announce merit badges that require pre-camp preparation
- ☐ Secure location and emergency phone numbers while Scouts are in camp
- ☐ Explain the merit badge process and inform Scouts that they will need to have their blue cards prepared before leaving for camp

AT A MEETING OF YOUR TROOP LEADERS' COUNCIL 6 WEEKS PRIOR TO CAMP:

- ☐ Make patrol service assignments
- ☐ Select desired troop programs
- ☐ Emphasize importance of special programs for a successful camp
- ☐ Review which Scouts are not going to camp and attempt to sign them up

AT A TROOP MEETING 2 WEEKS PRIOR TO CAMP:

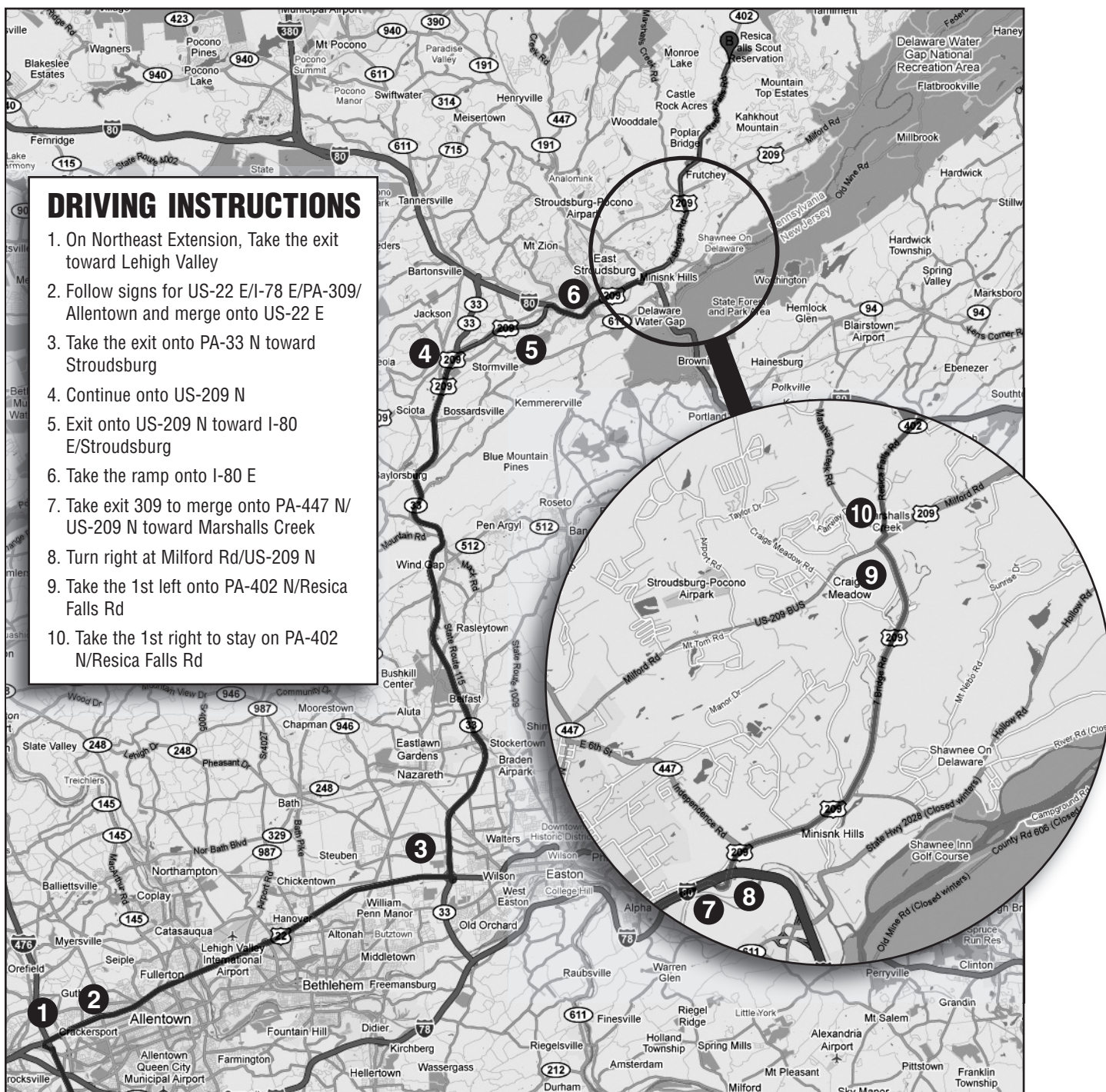
- ☐ Review tentative program - get further suggestions
- ☐ Discuss the Scout Oath and Law as it pertains to camp
- ☐ Review personal equipment needs
- ☐ Give final travel plans (direction map to camp included herein)
- ☐ Remind each Scout to especially bring:
 - Completed Health and Medical Record form (parent and physician signatures a must)
 - Official Boy Scout handbook
- ☐ Discuss merit badge plans and remind Scouts that they will need to have their blue cards prepared before leaving for camp

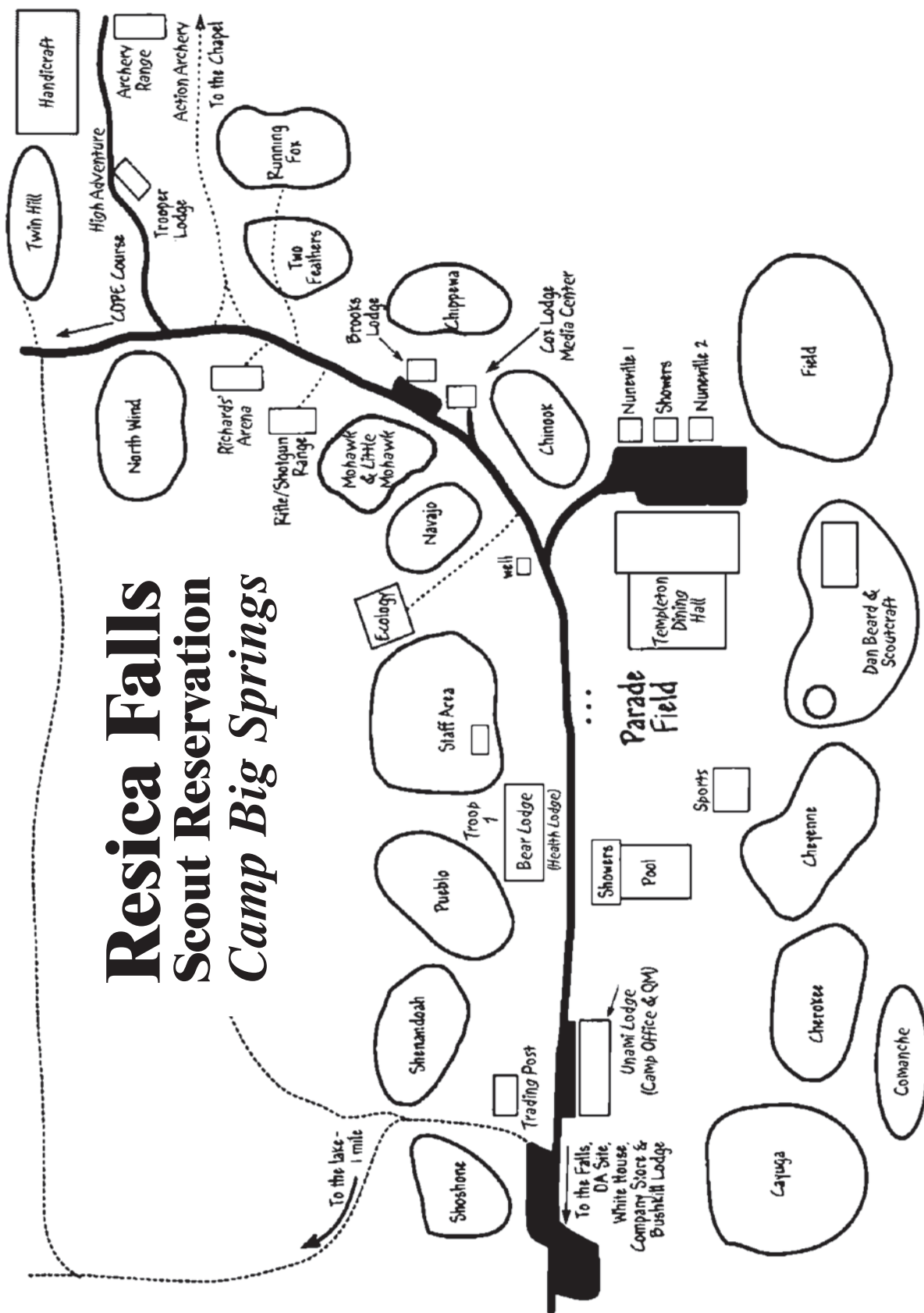
BEFORE LEAVING FOR CAMP:

- ☐ Make certain you have a medical examination form from each Scout and adult including copies.
- ☐ Prepare copies of camp roster
- ☐ Know how to reach parents in case of emergency
- ☐ Gather all Scouts in one place and leave together
- ☐ Leader has sufficient funds on hand to cover balance of fees owed - (bring at least two checks)
- ☐ Do not arrive in camp before your assigned time.
- ☐ Have Tour Plan if your unit is from outside the Cradle of Liberty Council
- ☐ Ensure that all Scouts have properly prepared merit badge blue cards and that they are separated by badge for each period they are taught

DIRECTIONS TO RESICA FALLS SCOUT RESERVATION

General Directions: Take desired route to I-80; proceed east to Exit 309, Route 209 North for 5 miles, into Marshall's Creek, take Route 402 North for 6 miles. Big Springs Camp entrance is on the right.





2012

GENERAL INFORMATION

RESICA FALLS SCOUT RESERVATION

Is an official camp of the Cradle of Liberty Council, Boy Scouts of America. It is operated for the benefit of registered Scouts and Scouters in accordance with all standards of Scout Camping. Rules for acceptance and participation in the program are the same for everyone without regard to race, color, creed, or national origin.

Every precaution is taken to ensure the safety of all campers, and every effort is made to make their stay productive and pleasant. This camping season marks another year of development in our camp. You will find new programs and facilities and you will see many improvements and refurbishments.

CAMP DIRECTOR MAY, FOR VIOLATION OF CAMP POLICIES, DISMISS INDIVIDUALS FROM CAMP.

CAMP LEADERSHIP: It is the policy of the Boy Scouts of America that at least two (2) adult leaders, one of whom must be 21 years of age or older, attend summer camp with your Troop. Ideally, the Scoutmaster is the best choice for camp leader; however, this position must be filled by a registered adult at least 21 years of age. The second adult in camp can be an Assistant Scoutmaster, Troop Committee member or a parent.

UNDERSTANDING: The Camp Leader is in charge of the Troop at all times, and is responsible for the conduct of their Scouts. Scoutmasters must know of Scouts who need special attention due to physical handicaps or personal problems (heart disease, excessive shyness, allergies, etc.).

Scouts are expected to be in their respective campsite no later than 10:00 pm each evening and under the supervision of an adult leader. Scouts may only leave their campsite after 10:00 pm when accompanied by an adult leader. In addition, during campwide events, such as meals, campfires and ceremonies, Scouts are expected to be with their troop and under the supervision of an adult troop leader. When Scouts are in the troop campsite, there should always be adult leadership present. At no time should Scouts be in the campsite of another troop without permission/invitation.

RELEASE OF CAMPERS: To ensure the safety of all campers, the Cradle of Liberty Council, BSA has enacted the following policy. Any Scout who leaves camp prior to the normal departure time on Saturday morning with their unit, will only be permitted to leave under the auspices of an adult approved by the parents of the Scout. A Camper Release Authorization form, signed by the parents of the Scout, must be on file in the Camp Office in these cases. This form will list all adults, who are authorized by the parents, with whom their son may leave camp. Scout leader should escort Scout to the Camp Office to sign out.

LAW OF THE CAMP: Is the Scout Law. Simple yet all inclusive.

DAMAGE TO CAMP PROPERTY AND EQUIPMENT: The Troop is responsible to pay for the cost of repair. Payment is due before you leave camp.

CAMP FEES: Full balance must be paid prior to your arrival at camp.

Leaders fees are:	\$170 per week.
	\$35 per day
	1-19 scouts, 2 free leaders
	20-29 scouts, 3 free leaders
	1 additional free leader for each additional 10 scouts.

Scout fees are:	\$320 per week if \$50 deposit is paid by March 1st AND total fee is paid on or before May 1.
	\$335 per week if total fee is paid after May 1.
	New Scouts registered in the Troop after the deadline date can still take advantage of the \$320.00 fee.

REFUND POLICY: Please note: The \$50 individual deposit is not refundable under any circumstances. Within 30 days of your arrival date at camp, refunds will only be considered for the following reasons. An individual may become ill or otherwise unable to attend camp. Since the camps have incurred expenses related to the reservation such as staff employment, food costs, and program materials, not all fees are refundable. The refund of the balance of any fees paid will be based upon the proximity to your arrival date in camp and if it meets the criteria outlined below. In all cases, requests for refunds must be in writing and submitted to the Cradle of Liberty Council Camping Office on or before your arrival date in camp (these letters may also be submitted at check-in at camp on Sunday). This letter must be approved and endorsed by the Unit Leader. Refunds will be made to the Unit Leader only.

Criteria used to consider a refund will include the following reasons only and appropriate documentation should be submitted with your letter requesting a refund:

1. Scout's illness - written statement is required from physician.
2. Extreme family emergency - written statement is required from parent.
3. Summer School - written statement is required from school principal or guidance counselor

CAMPERSHIP PROGRAM: Campership grants are available to Scouts who are in need of financial assistance to attend summer camp. This program is only available for Cradle of Liberty Council units. Camperships (scholarship money) are available for all currently registered CRADLE OF LIBERTY Scouts. Campership awards are applied to the \$335 dollar camp fee. For an application or more information please feel free to contact the Camping Office at (610) 688-6900 or go to the document library in the camping section of the council's website, www.colbsa.org. The application due date is March 1st.

CAMP OFFICE

Hours of Operation

Monday - Friday

9:00 AM to 12:15 PM

1:45 PM to 5:30 PM

7:30 PM to 10 PM

Saturday

8:30 AM to 11:30 AM

Sunday

1:00 PM to 5:30 PM

7:30 PM to 10:00 PM

The Camp Office is located in Unami Lodge. The Reservation Director, Program Director, Camp Commissioner's Office and QM are located here. The following services will be conducted at the camp office:

2013 SUMMER CAMP SIGN-UP: Reservations will be accepted for the 2013 summer camping season. A \$100 non-refundable deposit is required at the time of reservation.

CAMP FEE PAYMENTS: Camp fees will be reviewed during check in. If your troop has an outstanding balance the fee can be paid at the camp office.

CAMP MAPS & DIRECTIONAL INFORMATION: Maps of the reservation, trail maps, and other maps of local interest are available in the camp office.

EMERGENCY PHONE SERVICE: An emergency phone line is located in the Camp Office (or Health Lodge when the office is closed). If the outside world needs to contact a person in camp they should call (570) 223-8312 and the message will be delivered. This is an emergency line.

FEE PAYMENTS: The camp office will receipt all monies for camp fees, Order of the Arrow, and guest meals.

VISITOR CHECK IN/OUT: All visitors must sign in/out when coming to Resica Falls at the Camp Office.

SCOUT & LEADER CHECK IN/OUT: Anytime a Scout or Leader is leaving or returning to Resica Falls please notify the camp management at the Camp Office so that we know of your whereabouts at all times in case of an emergency.

CAMP PICTURES: Troop photos will be taken with a digital camera and the file will be provided to the unit. Troop photos will be taken by your commissioner by appointment.

COMMISSIONER SERVICE: A Program Commissioner will be in charge of an area in camp consisting of three to four Troop sites and will be prepared to give assistance to your Troop as well as some of your neighboring Troops. He will offer any help needed in programming, organization of activities, or any Scouting problems you might have. His primary job is to help you to help your Troop. This can be done by giving information, informal meetings, discussions, references, and demonstrations to your Troop leaders. Our Program Commissioners want to assist you, whatever your needs are. Their goal is to provide the greatest possible service to insure that your campers do not miss any activities the camp has to offer and that your week in camp is a successful one.

CAMPSITE INSPECTIONS: Your Program Commissioner will perform a daily campsite inspection. Inspections will be primarily aimed at checking the following:

1. Cleanliness of latrines and washstands.
2. Conditions of tents.
3. Cleanliness of grounds and trails.
4. Safety Hazards and what is being done to correct them.

The camp leader is responsible for the health, safety, and cleanliness of his Scouts and the campsite.

COUNSELOR-IN-TRAINING: Should your unit have any CIT's on Campstaff at Resica Falls, they must attend camp with your unit. They cannot serve on the staff the week your unit is in camp.

DINING HALL:

Breakfast: 8:00 AM

Lunch: 12:20 - 1:10 PM or 1:10 - 2:00 PM

Dinner: 6:15 PM

The Dining Hall is located in the center of camp near the parade grounds. Meal times are as listed above. Each troop will be assigned a table(s) for the entire week on Sunday during a dining hall orientation.

WAITERS: Troops will need to provide a waiter for each table assigned to the troop for breakfast and dinner. Waiters must report to the dining hall to begin set-up for the meal 20 minutes prior to the scheduled time. Waiters will remain in the dining hall after the meal for clean up. Each waiter will be dismissed after clean up by the Dining Hall Manager.

WAITER REPORT TIMES:

Breakfast: 7:40 am

Lunch: No waiters

Dinner: 5:50 pm

MEAL TIME PROGRAM: Many important program aspects are included during each meal. Program announcements, songs, and cheers are lead by the camp staff at mealtime. It is extremely important for leaders and staff members sitting at each table to quiet the Scouts down when the camp staff raises the Scout sign.

NOTE: Special treats such as watermelons, cakes, etc. or food to be cooked outside the Dining Hall for campsite meals or while on outpost MUST be ordered at least 24 hours in advance of the time you need them. Orders may be placed with your Program Commissioner or at the Camp Office by filling out a Food Requisition Form. Questions regarding this process may be directed at the Camp Office, through your Program Commissioner, or by asking the Dining Hall Manager. In addition, please notify us in writing of any special dietary needs for people in your Troop at the June Pre-Camp Leaders' meeting.

EQUIPMENT IN GENERAL: Your troop should bring sufficient Scoutcraft equipment, cooking gear, hiking equipment, troop and patrol flags, American flag, and any other equipment you might need for your program. Keep in mind that if you have Scouts participating in an overnighter, you will need to provide the tents for them to use. We have limited amounts of equipment for those who do not have what is needed.

FIREWORKS: They are prohibited in camp and are against the law in the Commonwealth of Pennsylvania.

FISHING: See information on page 44.

FLAG CEREMONIES: Reverence for the country and respect for the flag is emphasized at Resica Falls. Troops are encouraged to attend Flag Raising at 7:50 AM. A formal Retreat Ceremony (colors) is held at 6:00 pm each day for all troops. Troops are encouraged to provide color guards.

HAZING AND INITIATIONS: Hazing and initiations violate Youth Protection Policies and does not belong in a Scout Camp. Scout leaders will see to it that all new campers are properly oriented and assisted in getting the most out of their camping experience.

HEALTH LODGE

Hours of Operation:

Emergencies: 24 Hour

Medications: After meals

Located in Bear Lodge across from the pool. All medications for Scouts are to be turned over to the Health Officer at check-in. Please report all health problems. We are required to record all injuries that occur on camp property, **NO MATTER HOW SMALL**. If the Health Officer is not in the Health Lodge there will be a sign telling you where he/she is located.

ICE: Ice is available for purchase at the Trading Post. Ice is only available at the Dining Hall for Troops participating in the patrol cooking option.

LATRINES: Latrines must be cleaned daily. When water is added daily (one bucket per opening per day), odors are greatly reduced. Please **DO NOT POUR DISINFECTANT INTO THE PITS AS THIS WILL INCREASE THE ODOR**. Objects are not to be thrown into the latrines as this will cause serious problems in both plumbing and disposal units.

LIQUID FUEL: Liquid fuel lanterns and stoves are permitted only under trained adult supervision. Fuel must be stored in a secure area on the campsite. We recommend battery lanterns. Propane lanterns and stoves may be used when underwriter approved cylinders are used. Caution: If refillable containers are used, they should be tested regularly. Units are responsible that empty containers are disposed of properly with your unit's trash.

LITTER: Please do not litter and do your good turn by helping pick up litter should you see any. Let's all work together to keep Resica Falls clean. Be sure to join us in our recycling effort. More information on this good turn will be distributed at camp.

LOST AND FOUND: Articles found should be deposited at the Camp Office. Likewise, articles lost may be inquired about at the same place. Unclaimed articles will be disposed of at the end of the week. **We do not accept any responsibility for valuables lost or stolen.**

MAIL: Our camp has a daily mail service. Mail goes out at 11:00 am, and will be available for pick up at the camp office after 3:00 PM everyday. Mail should be addressed to campers and leaders in camp as follows:

Scout's Name / Troop #

Campsite Name

Resica Falls Scout Reservation

1200 Resica Falls Rd

East Stroudsburg, PA 18302

MAINTENANCE: Tents, cots, tent platforms, and other such equipment are expensive to replace. Care for them as you would your own property. Small rips in cots and tents should be reported immediately. When camp property is damaged, a charge will be made to cover the necessary repairs or replacement. In wet weather, guy lines on all tents should be loosened, because rope and canvas shrink when wet. If rain is of long duration, continual loosening is essential. Tent flaps and walls should be rolled inward each day, if weather permits. This allows visible control of the site, as well as airing out the tents.

OUT OF CAMP TRIPS: If a Scout or Leader is leaving camp, they must stop by the Camp Office and sign out in the Camp Register. A Scout who leaves camp prior to the normal departure time on Saturday will only be permitted to leave under the auspices of an adult approved by the parents of the Scout in writing. If a group of Scouts and Leaders are leaving camp for an off-camp trip, the unit must file a Trip Plan. Upon return, individuals should check in at the Camp Office and sign back in. Returning groups need only send one representative to the Camp Office to check back in.

PERSONAL EQUIPMENT: Your Scouts should have a list of all material and equipment they bring to camp and have them check off items as they prepare to leave camp for home. Mark items with name and Troop number. Parents will be happy when their sons return home with all their original equipment. Make sure that your boys do not bring along too much money or valuable items, and that all money be locked up for safe keeping. **We do not accept any responsibility for valuables lost or stolen. Do not bring any valuables to the pool.**

PETS: Sorry, Pennsylvania will not permit pets in camp by campers or leaders.

PROBLEMS: Do not let little problems grow. Address problems in camp as soon as you become aware of them. Consult your Program Commissioner for assistance.

PROHIBITED: All forms of alcoholic beverages, illegal drugs, depressants, stimulants, and sheath knives in any form are prohibited. Violators, whether boys or adult leaders, will be asked to leave camp. Non-alcoholic beer may encourage underage or irresponsible use of alcoholic beverages. Please do not bring or allow use of non-alcoholic beer.

QUARTERMASTER: The Camp Quartermaster is located at Unami Lodge. Items necessary to clean your campsite latrine and do camp improvement projects are available at the Quartermaster. The Troop is responsible for the return of all items checked out in clean, working order. All items checked out are to be returned no later than immediately after breakfast on Saturday Morning.

Hours of Operation

Open for 1/2 hour after every meal
Monday through Friday

RECYCLING: Each campsite has a recycling container to collect aluminum and plastic recyclables. We ask all Troops to empty these by sorting them into the appropriate bins at our collection centers located at the Dining Hall, Trading Post and Trooper Lodge. Thanks for helping us recycle!

RELIGIOUS SERVICES: We suggest that you and your boys fulfill your religious obligations before arriving in camp. An All-Faith Scout Vespers will be held Friday evening and a Jewish Vesper Service will be held Friday evening. Make sure to invite the Pastor, Priest, Rabbi, or Chaplain of your institution to visit camp. We are happy to support services for any faith, as requested.

RIFLES AND ARCHERY EQUIPMENT: Please note the following policy statement: Our camp provides all firearms and archery equipment. Individuals may NOT bring rifles, shotguns, or archery equipment into camp. NO ammunition of any kind may be brought into camp.

SHOWERS: Showers for all campers and leaders (both male and female) are located in the shower house at the Pool.

SLEEP: Particular emphasis is placed upon providing every Scout with nine hours of sleep every night. This is necessary if he is to enjoy an active program and get the most from his stay in camp. It is the responsibility of the Scoutmaster and other Troop leaders to see that his camp site is a courteous one. Rowdiness, and loud talking after taps and before reveille will not be tolerated.

SMOKING: Leaders who smoke are reminded that **SMOKING IS NOT PERMITTED IN BUILDINGS OR TENTS.** Additionally, please refrain from smoking in the Program Areas. All cigarettes and tobacco must be disposed of properly. We ask that smoking not be done in front of Scouts.

TELEPHONE/CELLPHONE: For emergency calls, a camp leader should report to the camp office. Incoming calls for Scouts and Leaders should be for emergencies only. Messages will be put in the Troop mailbox. Urgent messages will be delivered to the site. Any Scout needing to make a call should have one of his camp leaders with him.

Resica Falls assumes no responsibility for the loss, damage or misuse of cell phones including overuse, exceeding plan limits or use by unauthorized persons. Knowing that they can sometimes add to homesickness problems and prank calling, the camp encourages Scouts to leave cell phones at home.

TRADING POST: Located across from Unami Lodge, the Camp Trading Post offers all your summer camp needs. The Camp Trading Post is stocked with merit badge and program supplies, camp souvenirs, commonly forgotten necessities, postage stamps, and snack food items. Cash, Check, VISA, MasterCard, Discover, American Express accepted. Hours of Operation are Posted.

TRASH: All trash generated in the troop site must be disposed of by your Troop. The Troop should send two Scouts with your trash to the dumpster. The dumpsters are located behind the Dining Hall.

TROOP ROSTER: Fill out completely, listing all your campers in alphabetical order, giving name, address, zip code, and telephone number. Make sure all are registered with the Boy Scouts of America. Bring three copies of the roster to camp: place one roster with your medical forms, turn in one roster to the Camp Director at check-in and keep the third copy for your records. Be sure to get parents' vacation addresses and telephone numbers if this applies.

TROOP SITE CAPACITY: Each Troop site has a definite size regarding boy capacity. This is done to accommodate small and large Troops alike. The Camp Director reserves the right to assign a Troop to a site that would best fit the size of the unit. Camp sites are assigned at the June Pre-Camp Leaders' Meeting. Any Troops sharing a site will be notified.

TWO-WEEK CAMPING UNITS: There will be no charge for food used during the normal changeover time at the Dining Hall. Troops requiring food during the changeover should be prepared to cook. Staff is limited during this period. One-week Troops remaining for a 7th day will be charged for extra meals. A troop must provide their own program during the changeover period.

UNIFORM: The full Scout uniform, correctly worn, is proper at any time, but essentially required for the evening meal, retreat, campfires, and some other evening activities. Scout shorts and t-shirts are recommended for day time wear. Some Scouts may not have a uniform, through no fault of their own, and we must note that a uniform is not a prerequisite for attendance at camp. Shoes or some type of adequate foot gear must be worn at all times as a matter of safety, especially to prevent puncture wounds which could prohibit swimming. Water shoes (foot gear which can get wet to prevent injury while in the lake or creek) will be needed for a variety of camp activities. Old sneakers are acceptable water shoes.

VISITORS: All visitors must sign in at the camp office immediately upon arrival. Visiting Scouters desiring meals at the Camp Dining Hall can be accommodated if the camp is notified 24 hours in advance. Only a limited number of visitors can be accommodated for meals. Large groups must make arrangements at least one week in advance.

The camp will not conduct an organized camp visitors night. Your troop is welcome to organize an evening in camp where you can invite parents and guests. Arrangements should be made through your camp commissioner.

The cost for guest meals are \$10.00.

RELEASE OF CAMPERS

Resica Falls

Scout Reservation

PARENTAL RELEASE FORM

To ensure the safety of all campers, the Cradle of Liberty Council, BSA has enacted the following policy. Any Scout who leaves camp prior to normal departure time on Saturday Morning with their unit, will only be permitted to leave under the auspices of an adult approved by the parents of the Scout. A camper Release Authorization form, signed by the parents of the Scout, must be on file at the Camp Office. This form will list all adults, who are authorized by the parents, with whom their son may leave camp.

We, the parents of Scout _____, of Troop _____, of _____ Council, authorize the following adults, with whom our son may leave camp with prior to Saturday Morning checkout.

Signed: _____

Date: _____

Print: _____

HEALTH & SAFETY

It is the policy of the Boy Scouts of America as stated in the “Guide to Safe Scouting”: Camp Accreditation Standards and other official publications of the BSA apply to all camp activities. In addition, Council, local, and state standards apply as well.

ON ITS OWN: Everyone in camp has a responsibility to protect the health and safety of everyone else. One uninformed or careless person can, in a moment, destroy the health and safety of the entire camp.

BUDDY SYSTEM: Use of the Buddy System is strongly recommended for ALL activities.

MEDICAL SERVICE: The Health Lodge is prepared to handle camp illness and accidents. Any camper who leaves camp for medical reasons, **MUST FIRST CHECK OUT AT THE HEALTH LODGE**. Emergencies will be handled at all hours, day and night, at the Health Lodge. Should hospitalization be necessary, we have arrangements with local ambulance service and local hospitals.

HEALTH AND MEDICAL RECORDS: All Scouts and leaders must bring to camp a complete Health and Medical Record, and must be re-checked by the Camp Health Officer. Only use of the current edition of the official BSA Annual Health and Medical Record will be accepted. This assists the Health Officer in obtaining vital information, should someone require medical assistance. Please consult the specific requirements listed on Page 17.

HEALTH SURVEILLANCE: The camp leader must monitor the health of each Scout while at camp. Please do not let a small problem get out of hand due to lack of attention. Be on the lookout for skin irritations, ivy poison, ticks, dehydration, etc. at all times. Be alert that some Scouts change their toilet habits at camp. We must watch for changes in a Scout's physical appearance and activity level. Ask questions if changes occur. **IT IS THE RESPONSIBILITY OF THE CAMP LEADER AND THE SCOUT TO REPORT TO THE HEALTH LODGE FOR REQUIRED MEDICATIONS.**

INSURANCE:

FOR CRADLE OF LIBERTY COUNCIL UNITS: Insurance for Cradle of Liberty Council Units is provided by the Council. **The policy is excess to any other available source of medical benefits if the charges are greater than \$300.00.** This means that you must file your bills through your primary, or personal, insurance carrier prior to this policy responding. **If the total charges are less than \$300.00, we will pay without the other insurance coordination.** When your primary insurance company processes the charges, they will send you an Explanation of Medical Benefits or “EOB”. You must forward a copy of the Explanation of Benefits for EACH CHARGE.

FOR OTHER COUNCIL UNITS: Each Troop will be expected to bring a copy of their insurance policy and claim form on Sunday to file at the Health Lodge. If you do not have accident insurance at this time, you should obtain it so you will be protected all year long. The camp has NO accident or medical insurance on other council campers.

MEDICATIONS: An adult leader from your unit **MUST** accompany any Scout coming to the Health Lodge for medications.

MEDICAL FORM INSTRUCTIONS FOR CAMP LEADERS

SPECIAL NOTICE: The BSA has issued a NEW Annual Health and Medical Record form which is now available on the COL's website. This form replaces ALL previous Health Forms and its use is mandatory.

Three copies of your troop roster are needed. Medicals must be turned in with a troop roster on top. If at all possible the troop roster should not be hand-written. Buddy tags are prepared from the names listed on the troop roster.

1. Annual Health and Medical Record (BSA Form 34605) (Every person needs this form)

- This form is required for everyone and all three parts (A, B, & C) must be completed.
- Part B must be signed by a certified healthcare provider within 12 months of camp.
- Part C must have signatures within 12 months of camp.

Note: • No one is allowed to remain at camp without a current Annual Health and Medical Record Form.

- No physicals are done at camp.
- No swim tests will be given without a current medical form and a re-check by camp personnel.
- Only one copy for each person is required.
- Photocopies, not originals, are recommended.
- To speed check-in—Put in alphabetical order by last name, staple multi-page forms together.

2. Drug Administration Form (COL Form, please use latest version) (Every person needs this form)

SECTION 1-For Over-The-Counter Drugs that are supplied by the camp to Scouts/Scouters.

- This section is filled out and signed by a parent or guardian. This permission allows the health lodge to supply a Scout who may have a need for “over the counter” medication. A Scout will only receive “OTC” medication supplied by the health lodge if consent has been given.

SECTION 2-For any medication (Over-The-Counter or Prescription) that is brought to camp.

- Fill this out if you bring prescription, over the counter, or EMERGENCY medication to camp that you take routinely, sometimes, or in emergencies.
- Do not tear apart form or write in “For Health Staff Use Only” block.

3. Your Medications

ALL YOUTH MUST TURN IN ALL MEDICATIONS AT THE HEALTH LODGE

(Accompanied by a completed Drug Administration Form- see #2 above). This policy is pursuant to National BSA policy. Adults 18 and older may submit a Medication Storage Release Record, allowing them to retain their medications while in camp.

- **ALL MEDICATIONS TURNED INTO THE HEALTH LODGE MUST BE**
 - In original container, labelled with name
 - Placed in zipper plastic bag labelled with name and unit
 - Accompanied by a Drug Administration Form

NOTICE: In accordance with BSA Standards, all prescription medications must be stored by the Camp Health Officer (except for Insulin, Inhalers and Epipens.) However, the Camp, its Staff, and the Cradle of Liberty Council assume no responsibility for administering prescription medications. Any youth requiring INJECTABLE MEDICATIONS should be able to administer these medications themselves.

CAMP EMERGENCY PROCEDURES

ACCIDENTS AND INJURY: All injuries should be reported to the Health Lodge. It is always a good idea to have any injury, no matter how small, checked out by the Health Officer. Should hospitalization be necessary, we have agreements with local ambulance service and local hospitals. Any camper who leaves camp for medical reasons, **MUST FIRST CHECK OUT AT THE HEALTH LODGE.**

MAJOR ACCIDENTS AND EMERGENCIES: The Camp Director is to be notified immediately, or in his absence, the Program Director. Present all facts known. Do not make statements to an outsider, and refer all inquiries from the press to the Camp Director and/or Council Camping Director.

SEVERE STORMS: In the event of a severe storm, everyone will be notified and further instructions will be provided.

ACTIVITIES DURING HIGH TEMPERATURES:

1. Adult Leaders should keep a close watch on Scouts for signs of heat exhaustion.
2. Instruct Scouts to limit or modify physical activity. Strenuous activities should not be permitted.
3. Encourage Scouts to stay in well ventilated and shady areas.
4. Encourage Scouts to drink large quantities of water.
5. Be alert for other instructions from the Camp Director.

LIGHTNING AND HIGH WATER:

1. All aquatic and climbing activities will be suspended during a lightning or thunder storm. If you are on a river trip or at the lake, return to shore and comply with the following:
 - a) Secure canoes, boats, or other aquatic crafts.
 - b) Seek shelter indoors or in a low area away from solitary trees, rock formations, high ridges, wire fences, telephone or electric lines or open fields.
 - c) Complete a head count if traveling as a group.
 - d) Stay in place until lightning or thunder has completely passed.
2. During high water periods, the Camp Director, Program Director or Ranger will notify units and suspend water activities. If your unit is on a river trip and conditions change to very fast or high water, return to shore and comply with the following:
 - a) Secure all canoes, boats, or other aquatic crafts.
 - b) Seek ground safely away from the waters' edge and high enough from any rising waters.
 - c) Complete an accurate head count.
 - d) Notify camp of your location and stay put until picked up.

LIGHTNING SAFETY: As written in the **Guide for Safe Scouting.**

The summits of mountains, crests of ridges, slopes above timberline, and large meadows are extremely hazardous places to be during lightning storms. If you are caught in such an exposed place, quickly descend to a lower elevation, away from the direction of the approaching storm, and squat down, keeping your head low. A dense forest located in a depression provides the best protection. Avoid taking shelter under isolated trees or trees much taller than adjacent trees. Stay away from water, metal objects, and other substances that will conduct electricity long distances.

By squatting with your feet close together, you have minimal contact with the ground, thus reducing danger from ground currents. If the threat of lightning strikes is great, your group should not huddle together but spread out at least 15 feet apart. If one member of your group is jolted, the rest of you can tend to him. Whenever lightning is nearby, take off backpacks with either external or internal metal frames. In tents, stay at least a few inches from metal tent poles.

Lightning Safety Rules

- Stay away from open doors and windows, fireplaces, radiators, stoves, metal pipes, sinks, and plug-in electrical appliances.
- Don't use hair dryers, electric toothbrushes, or electric razors.
- Don't use the telephone; lightning may strike telephone wires outside.

- Don't take laundry off the clothesline.
- Don't work on fences, telephone lines, power lines, pipelines, or structural steel fabrications.
- Don't handle flammable materials in open containers.
- Don't use metal objects, such as fishing rods and golf clubs. Golfers wearing cleated shoes are particularly good lightning rods.
- Stop tractor work, especially when the tractor is pulling metal equipment, and dismount. Tractors and other implements in metallic contact with the ground are often struck by lightning.
- Get out of the water and off small boats.
- Stay in the car if you are traveling. Automobiles offer excellent lightning protection.
- When no shelter is available, avoid the highest object in the area. If only isolated trees are nearby, the best protection is to crouch in the open, keeping twice as far away from isolated trees as the trees are high.
- Avoid hilltops, open spaces, wire fences, metal clothesline, exposed sheds, and any electrically conducted elevated objects.

FLOODING: Seek high ground and shelter, if possible, immediately. In case of a flood warning, we will keep you posted so that evacuation can take place if necessary.

LOST CAMPER: TROOP LEADERS should be aware of approximate locations of all Scouts at all times. Periodic head counts are advised. If a Scout is found missing following a search of the campsite, inform the Camp Office. If necessary, the entire camp will assemble to begin a systematic search.

LOST SWIMMER: A Buddy Check will be called. Each swimmer will sit on the edge of the pool, holding his buddy's hand raised up. A visual check of the bottom will be made. A count will be taken to see that the buddy tags on the buddy board agree with the actual number of swimmers in their respective swimming areas. If a tag is on the board, and the swimmer is not at the pool, a runner will be sent to his troopsite. If not found, the Lost Camper procedure will begin.

- A) Capsized Boat: If a boat is capsized and no Scouts are in sight, the Lake Director will notify the Aquatics Director and Camp Director. The Director will begin Lost Camper procedures as all other program areas are closed and the staff reports to waterfront for Lost Bather Search.
- B) Missing Boat: If a boat has not been checked in and the buddy tags are still on the board, the Aquatics Director and Camp Director will be notified immediately. The camp will begin Lost Camper procedures.
- C) Missing Tuber: If a tuber has failed to pick up his buddy tag, a runner will be sent to the troop's campsite. If the tuber is not found, Lost Camper procedures will be followed.

FIRE: Follow "What To Do In Case Of Emergency" procedures. If you see a fire, report it to the Camp Office or notify a staff member. Keep campers away from the fire area.

CHILD ABUSE: Scout leaders should keep a close watch on Scouts for signs of abuse. If any form of child abuse is suspected, you should contact the Camp Director IMMEDIATELY. Do not take action on your own! Be prepared to provide the following information:

- A) Child's Name
- B) Unit Number
- C) Type of Abuse Suspected
- D) How You Came About This Information

Follow the instructions given by the Camp Director!

EMERGENCY TELEPHONE NUMBERS: Every telephone that is capable of dialing out of camp will have posted a printed list of local police and fire departments, hospitals, State Police, Ranger's home, Council Executive Personnel, Regional Office, and the National Headquarters.

HAZARDOUS CHEMICAL SPILLS: In the event of a chemical spill, contact the Camp Director IMMEDIATELY. Close off the area around the spill. Do not attempt to clean up the spill. Wait for the Directions of the Camp Director.

OTHER: Treat any other emergency not covered with common sense, and take appropriate action, using guidelines listed above. For any contingency not covered and in question, contact the Camp Director only.

WHAT TO DO IN CASE OF EMERGENCY

DURING THE HOURS BETWEEN REVEILLE AND TAPS:

1. SIGNAL: Continuous sounding of the siren.
2. UPON HEARING THE ALARM, ALL SCOUTS AND LEADERS ARE TO REPORT TO THE PARADE FIELD. ASSEMBLE IN COLORS FORMATION. THE CAMP DIRECTOR OR PROGRAM DIRECTOR WILL TAKE A HEAD COUNT. ALL CAMPERs AND LEADERS MUST BE PRESENT OR THEIR WHEREABOUTS ACCOUNTED FOR. LAKE AND COPE WILL RADIO IN WITH THEIR ACCOUNTABILITY. IF ALL IS OK, A SECOND BLAST WILL BE SOUNDED AND ALL SHOULD CONTINUE WITH THEIR NORMAL SCHEDULE.
3. If you are aware of an emergency, report it to the camp office immediately. If no one is at the camp office then report to the dining hall at mealtime or the staff area at night. State the exact location and nature of the emergency.

IF THE SIREN SOUNDS AT NIGHT AFTER TAPS:

1. The Scoutmaster should count his troop and send the Senior Patrol Leader and a buddy to the Camp Office to report their count. Further information will be given at that time. Staff will report to the Camp Office.

RESICA FALLS SCOUT RESERVATION EMERGENCY PHONE LIST

RESICA FALLS SCOUT RESERVATION

1200 Resica Falls Road, East Stroudsburg, PA 18302

Camp Office570-223-8312
Camp Fax.....570-223-7263
All emergencies.....911

CRADLE OF LIBERTY COUNCIL OFFICES – BSA

Bruce S. Marks Scouting Resource Center
22nd and Winter Streets, Philadelphia, PA 19103215-988-9811

Roger S. Firestone Scouting Resource Center
1485 Valley Forge Road, Wayne, PA 19087610-688-6900

NATIONAL OFFICE – BSA

1325 Walnut Hill Lane
P.O. Box 152079, Irving, TX 75015-2079972-580-2000

KEY SCOUTERS – CRADLE OF LIBERTY COUNCIL – BSA

Director of Support Services– Rick ChristB:610-688-6900 C:610-390-7267

SUNDAY CHECKLIST FOR CAMP LEADERS

Welcome to Resica Falls Scout Reservation! To help your check-in go smoothly and quickly, please carefully read the list below. Before coming to camp be sure to:

Have a current Official BSA Annual Health and Medical Record for each youth and adult camper. Medicals will be returned. We will accept a copy. Be sure to keep the originals for your records. Use of the most current edition of the medical form will help with the medical re-check process, and save valuable time, should someone require medical assistance.

- CHECK FOR:
- _____ Annual Health and Medical Record, Parts A, B, & C. Mandatory for each Scout and Leader with Parents' signature and Medical evaluation signed by a certified healthcare provider within twelve months of camp. No one will be classified for swimming until the medical re-check is completed. No physical examinations can be done at camp. This **MUST** be done before arrival in camp; otherwise, the Scout or Scouter must return home.
 - _____ Drug Administration Forms for everyone.
 - _____ Medication Storage Release Record for adults wishing to retain their medications.
 - _____ Make a list of any medications to be turned in to the Health Lodge during medical re-checks for your records. Troop # - Name of Scout - Name of medication - Time(s) to be taken.
 - _____ Have three updated rosters, listing all youth and adult campers. Rosters should include camper's name, address and an emergency contact number valid for the week in camp. Place one roster with the medical forms. Turn in one roster at check-in. Keep the third roster for your records.
 - _____ A Tour Plan and certificate of insurance if your unit is from outside the Cradle of Liberty Insurance.
 - _____ Have copies of receipts for all prior fees paid.

A Staff Member will instruct all drivers on procedures for unloading of passengers and troop gear when you arrive.

YOUR FIRST DAY AT RESICA FALLS

TRAVEL: Please use the enclosed map for directions to Resica Falls Scout Reservation.

REGISTRATION: Your camp leader should report to Unami Lodge while the troop gear is being unloaded from vehicles. The camp leader should collect all medical forms; three copies of your troop roster and have all paperwork ready. Be sure medical forms do not return home in one of your driver's cars.

CAMPSITE INVENTORY: Your staff guide and one adult leader will, upon arriving at the campsite, take note of the types, quantity, and condition of all camp equipment. Please indicate any damage of this equipment at that time, since any damage found during checkout on Saturday will be charged to the unit. If any additional tents, cots, etc. are needed, your guide will make note of this on the inspection form, and the quartermaster will be informed.

MEDICAL RE-CHECK: After your campsite has been inspected, the unit can quickly change into bathing suits, shirts, and shoes and proceed, following their staff guide, to the Sports Pavillion for Medical Re-Check. Troop and personal gear should be moved into tents upon return from the swim test. All Scouts and Scouters will receive a medical re-check where your medical forms will be reviewed. Be sure to bring all medications with you. All medications must be turned in at this time. **MEDICAL FORMS WILL BE RETURNED TO THE UNIT AT THE END OF CAMP!** The staff guide will be given a buddy tag for every Scout and Scouter who has presented a medical. The guide will lead your troop to the pool. Feel free to ask your guide questions about the camp, as they give you a tour of camp.

SWIM TEST: Your Troop should wait outside the pool area until given directions from the Aquatics staff. There you will be given an aquatics orientation and will then take a swim test to determine your swimming classification. **PLEASE NOTE:** To expedite the check-in process, we suggest that your Troop take conduct the sim test prior to arriving at camp. Forms are available in the document library on the camping website.

BLUE CARDS: To expedite the check-in process at Merit Badge classes and to ensure proper staffing for each badge, blue cards must be submitted on Sunday evening, before the start of the campfire. Have your Scouts fill out their blue cards before arriving at camp.

YOUR FIRST DAY SCHEDULE SUNDAY

TIME

1:00 – 4:30pm	Registration Troop Arrival at assigned times Site Inspection Medical Re-Check/Swim Tests
5:50pm	Send waiters to the Dining Hall (1 waiter for every 8 people)
6:00pm	Campwide Retreat Ceremony (Colors)
6:15pm	Dinner
Immediately After Dinner	Blue Card Deposit at Dining Hall Porch Leaders' Meeting at Sports Pavillion
8:45pm	Assemble on parade field for the Opening Campfire
9:00pm	Opening Campfire
10:00pm	Taps

EQUIPMENT CHECK LIST BIG SPRINGS CAMP

TROOP EQUIPMENT TO BRING:

- () Your Troop and American Flags
- () Merit Badge Pamphlets (see "Advancement in Camp")
- () Troop Record Book (for advancement and Scout record)
- () Troop overnight tents (if your troop is planning an outpost)
- () Clothes-marking pen (for those who forgot)
- () Helpful books from your Troop Library - Scout Songbook, nature books, extra Scout Handbooks, Patrol and Troop Activities
- () Assorted hand tools for camp project
- () Cooking equipment for outpost or Cooking Merit Badge participants.
- () Your best troop spirit and enthusiasm

PATROL EQUIPMENT TO BRING:

- () Your Patrol Flag
- () If your troop is planning to take an overnighter or cooking meals in the campsite, each Scout brings: plate, bowl, cup, knife, fork, spoon & canteen
- () Props for your favorite stunts and skits
- () Your best patrol spirit and enthusiasm

SUGGESTED ITEMS FOR UNIT LEADER TO BRING:

- () Battery Lantern (Please! No gasoline or pressure kerosene lights)
- () Stapler and extra thumbtacks for the bulletin board
- () Magic marker pens (red, blue, black, and green)
- () Alarm clock
- () Cash box
- () Camp Leaders' Guide
- () Addresses and phone numbers of parents on vacation
- () Your advancement objectives and Troop program ideas

We suggest all equipment be well packed. The trails to campsites are inaccessible to cars.

WHAT TO BRING TO CAMP

What you bring to camp is what will keep you comfortable. You need enough changes of clothing to keep you clean. We'll have changes in weather; hot, cold, rainy! Be prepared! Here is a list of personal equipment you should bring. Check it carefully; change it if you see fit.

- | | |
|------------------------------------|---|
| _____ Sleeping Bag or 3 Blankets | _____ Toilet Kit Containing: |
| _____ Poncho or Raincoat | Soap, Deodorant, & Shampoo |
| _____ Sneakers | Toothbrush & Paste |
| _____ Comfortable Hiking Boots | Comb & Brush |
| _____ Complete Summer Uniforms (2) | Towels & Washcloth |
| _____ Warm Jacket or Sweater | Mirror |
| _____ Socks | _____ Flashlight |
| _____ T-Shirts | _____ Scout Knife (NO SHEATH KNIVES) |
| _____ Undershorts | _____ Pillow or Air Pillow |
| _____ Handkerchiefs | _____ Insect Repellent |
| _____ Swim Trunks | _____ Personal First Aid Kit |
| _____ Extra Shirts | _____ Medical Form signed and dated by |
| | DOCTOR AND PARENT |
| _____ Tough Long Pants | _____ Money for Trading Post |
| _____ Pajamas | _____ Cook kit containing: plate/cup |
| | bowl/knife/fork/spoon |
| _____ Backpack | _____ Materials, costumes, accessories |
| | for the theme |
| _____ Pen, Pencil, Notebook | _____ Water Shoes (Old Sneakers) |
| _____ Ground Cloth | _____ Boy Scout Handbook |

PLEASE LEAVE AT HOME

Any valuable electronic devices such as Cell Phones, Radios, iPods, MP3 players, as well as comic books, playing cards, valuable cameras, jewelry, etc, and anything else which would tend to detract from the Scouting atmosphere that should prevail at camp.

PROGRAM SECTION

2012 THEME – SUMMER OLYMPICS

Overview

Summer Camp is on the horizon and we are standing by in anticipation of your arrival to Big Springs Camp. Resica Falls has been in operation since 1957, continuing to offer a highly qualified staff in a fun atmosphere for all of its participants. We plan on continuing this tradition while instilling Scouting's values in our youth campers.

Whether your Scouts are first year campers participating in our Dan Beard program, or are experienced Scouts participating in Project C.O.P.E., we are here to assist your Troop in offering a quality experience to complement your year-round program. We offer many activities to keep your Scouts busy during their stay at camp. They may choose to work on a Merit Badges taught by our trained staff in one of our many program areas, or they may want to participate in a patrol activity such as riding the mountain bikes on our back woods paths, or just hike on the trails of our 4000+ acre property. They may want to take a cool dip in any one of our vast array of swimming holes on the Bushkill Creek. Whatever you choose - Enjoy!

There are a variety of ways the campers can participate in the program:

FOR THE BOY: Merit Badge programs and advancement opportunities are designed to help the Scout meet his own personal advancement goals. In addition, awards are made during the week to individuals who demonstrate particular skills.

FOR THE PATROL: Baden-Powell once said that the patrol was the secret of the success of Scouting. One job of summer camp is to strengthen patrols. There are a variety of events throughout the week are planned to do just that.

FOR THE TROOP: Troops will also have the opportunity to compete and work with each other, in demonstrating their unit pride and Troop skills. Campsite inspections will be on a Troop basis. These inspections, along with unit projects, can lead to unit awards.

Attending Scout camp is the greatest experience that any Troop will have during the year. Each SCOUT has fun in the great outdoors. Each TROOP LEADER becomes more responsible. Each PATROL functions as a team. Your Troop will be a better Troop as a result of your Scout Camp experience. The opportunity to get to know and understand your Scouts will never be better.

HERE ARE SOME DO'S AND DONT'S ON UNIT PROGRAMMING

DO:

1. Allow patrols to plan and carry out some of the things they thought of and want to do.
2. Allow for and suggest some time a Scout can "go and do with a pal or two."
3. Be sure there is personal achievement and fun in the program.
4. Set a tone that will give your Troop site real class. Insist on manners, good fellowship, sportsmanship, clean fun, and a clean camp.
5. Keep in touch with what's happening in the Troop- visit program areas where your Scouts are involved. Get verbal reports everyday from your junior leaders.
6. Allow your program commissioner to help you ensure the success of your week in camp.

DON'T:

1. Allow too many activities to be scheduled. Camping should be recreational and not stressful.
2. Be alarmed if things happen that are not in the schedule. Some circumstances warrant changes in plans.
3. Emphasize activities and advancement that can be better done at home. Indoor games and "city" badges detract from the purpose of coming to camp.
4. Give Scouts a title and a leadership job and then do the leading yourself.
5. Allow a programming problem to put a damper on your week in camp. Bring it to the attention of your program commissioner as soon as you are aware of it for quick resolution.

ADVANCEMENT AT CAMP

1. Summer camp is an ideal place for Scouts to earn many of the outdoor Merit Badges. Our Camp Staff is ready and willing to support your units advancement needs.
2. Each unit leader should prepare a detailed advancement plan before leaving for camp, to include:
 - a. Setting realistic goals for each Scout to discourage making the number of merit badges earned a primary summer camp objective. (We suggest three to four badges.)
 - b. Review with each Scout the merit badges he plans to earn. Scouts should be familiar with the requirements in advance. We recommend that they have the merit badge pamphlet for each badge. (The Merit Badge Opportunity page details which merit badges are offered and which requirements need to be completed prior to camp.)
 - c. Evidence of partials from the Scout's local "home" counselor must be presented to the camp counselor. The "Application for Merit Badge" card has a section to record partials. Acceptance of partials is at the discretion of the merit badge counselor.
 - d. Filled-out merit badge blue cards for every badge the Scouts plan to work on.
3. A merit badge is an individual project for each Scout. He can expect to follow the same procedure that he does at home. The camp staff will function as both instructors and counselors. Unit leaders should monitor the advancement progress of their Scouts throughout the week and help them work out difficulties that may develop. The camp staff will be trained in merit badge procedures and empathetic to the needs of individual Scouts. You will also find the staff responsive to solutions to advancement problems.

ADVANCEMENT AND YOUR PROGRAM

Program is the total experience of living in camp. Advancement is not an end in itself, but rather the result of a good program. It should be achieved through a natural experience. A Scout advances by doing things with his patrol, his Troop, his leaders, and on his own. As an example, fires are built for cooking, but also fellowship, not just to pass a test. Consequently, in the act of building a fire, the skill of handling an ax or saw is put into play. Thus, two skills are applied. We should therefore, plan activities that will give a Scout opportunities to use his skills for a functional purpose and to demonstrate his proficiency naturally. A natural experience should have the following four elements: The Scout Prepares; The Scout Qualifies; The Scout is Reviewed; The Scout Receives Recognition.

KEEPING TRACK OF SCOUT ADVANCEMENT

There are three individuals that have the direct responsibility to keep track of each merit badge a Scout is working on in camp.

- The merit badge counselor will keep the official record of each Scout taking all merit badges. The counselor's records will reflect an up to the minute review of where each Scout stands in completing a badge.
- Each individual Scout should be aware of his own progress of completing each of the merit badges he is attempting.
- Camp leaders should communicate with the Scouts on their progress on merit badges and with the individual merit badge counselors. Counselor records may be reviewed at anytime a counselor is available.

PROGRAM PROGRESSION

FIRST YEAR CAMPERS

- Dan Beard Program
- Limited Merit Badge Program
- Troop Trips
- Campwide Games

THIRD YEAR CAMPERS

- Full Merit Badge Program
- COPE, Rappelling & Rock Climbing
- High 5 Adventure Club
- Troop Trips
- Campwide Games

SECOND YEAR CAMPERS

- Full Merit Badge Program
- Patrol Award
- Troop Trips
- Campwide Games
- Mile Swim

FOURTH YEAR CAMPERS

- BSA Lifeguard
- COPE, Rappelling & Rock Climbing
- High 5 Adventure Club
- Troop Trips
- Campwide Games
- Paddle-Rama

ABOUT MERIT BADGES

To have a successful experience in the merit badge program, your Scouts must begin to prepare at home, continue at camp, and stick with it. Some merit badges can be completed during the camp period. Others, however, have requirements for observations, tests or record keeping over a prolonged period. Make sure each Scout has not only thoroughly reviewed the requirements of his sought after badge, but has prepared himself before leaving for camp. Whenever possible, have the Scout complete time-requiring portions of the requirements in advance of camp. Make sure that they have all certificates of completion with them.

To help your Scouts in earning merit badges, we offer the following suggestions that you may wish to include in your camp planning - don't allow over scheduling. We set no limit on the number of badges a boy can attempt, but sometimes their desires are bigger than their time or abilities allow.

Experience tells us for the first year camper, no more than three merit badges; for the older, experienced camper, a normal maximum of four merit badges per week is suggested. Scouts are in camp for many things other than merit badges, and they should not miss out on other opportunities. You know their capabilities, so guide them in being realistic. Provide merit badge blue cards to your Scouts and see that he completes all the required information. Make sure that you sign it, so that he will be ready to give it to his counselor at the first session. Scouts unable to complete all badge requirements in camp will receive a partial.

Requirements- Merit Badge requirements are as stated in the current edition of the BSA Requirements Book. It is important that the troop set out an individual plan for each Scout well in advance of camp, taking into account prerequisites and the appropriate abilities of each boy.

Prerequisites- The staff at Resica Falls takes great pride in the skill instruction at camp. Therefore we feel that there is no reason any requirement can be waived simply because it can not be completed at camp. Under these conditions, some badges will require work to be completed prior to your week at camp. Please see the Merit Badge Opportunities pages for specific information on any advance work required for each merit badge.

Sign ups- A Scout simply shows up to an area on the first day of the merit badge class. Scouts should bring their signed blue cards to dinner on Sunday evening. They will deposit their cards into the boxes on the porch of the dining hall immediately following dinner.

Records- Records will be available in each program area during the day. Leaders are encouraged to check these records as necessary. Merit badge cards will be placed in the Troop's special advancement box at the camp office as badges are completed.

Partials- Scouts unable to complete all badge requirements in camp will receive a partial where appropriate. Partials are good until the Scout reaches his 18th birthday.

Reconciliation- Friday night for any problems

MERIT BADGE INSTRUCTION—WHAT IS AN OPEN PROGRAM?

Even though there is an organized morning instruction schedule for merit badges, this does not mean that these scheduled periods are the only time a Scout can take the badge. All Program Areas operate on a modified "OPEN" afternoon schedule. What this means is that if there are merit badges that a Scout wishes to earn but can not get the schedule to work out in the morning he may work on the badge in the afternoon at a time mutually convenient to the Scout and counselor.

In addition, a Scout may sign up for a merit badge anytime during the week. This may help the Scouts plan a better program. Afternoons are generally open to continue to work on merit badges or to do a Troop or Patrol activity. If Scouts can not make use of the scheduled times because of other plans, they can meet with the appropriate counselor to schedule a time to work on the merit badge requirements.

Do not allow a scheduling conflict to discourage a Scout from taking a merit badge. All times are flexible and most conflicts can be worked out with the merit badge counselor. If a Scout comes to camp ready to pass the merit badge, he may ask a counselor for a review without waiting till the end of the week.

2012 CAMP MERIT BADGE OPPORTUNITIES

Listed in alphabetical order below are the merit badges that will be offered at camp. Next to each badge are the requirements that must be completed or started **BEFORE** the Scout arrives in camp. If they are completed to the satisfaction of the counselor, the badge may be earned at camp, otherwise the Scout may receive a partial. With all merit badges, Scouts should become familiar with the requirements before coming to camp. **Merit Badge Pamphlets should be obtained and studied prior to the Scout's arrival to insure his familiarity with the merit badges he chooses to work towards.**

2012 Resica Falls Merit Badge Additions These merit badges are added for the 2012 Camping Season

American Heritage	Requirements 3C and 4 must be completed prior to camp. Please be aware that Scouts will be watching the films "The Patriot" and History Channel Short Films.
Archaeology	No advance preparation is necessary.
Chess	No Advance preparation is necessary.
Citizenship in the World	Requirement 7 must be completed prior to camp.
Electronics.....	No advanced preparation is necessary.
Plumbing.....	No advance preparation is necessary.

MERIT BADGE.....ADVANCE WORK REQUIRED

Archery	Requirement 1c – Knowledge of local and state laws. Previous experience with a bow and arrow is helpful. (Materials needed to make a bowstring and arrow must be purchased. Approx. \$10)
Art	Requirement 4 must be completed prior to camp.
Astronomy.....	Requirement 5b must be completed before camp. Weather conditions can affect completion of this badge. Night meetings required.
Athletics	Requirements 3 and 5 must be completed prior to camp.
Backpacking.....	Requirements 6B, 8, 9, 10 and 11 must be completed prior to camp.
Basketry	No advance preparation necessary. (Materials needed to make a basket must be purchased (Approx. \$10).
Bird Study	Advance preparation is necessary for requirement 5. Morning meetings are required to complete the badge.
Camping.....	Requirements 4B, 5E, 7B, 8D & 9 must be completed prior to camp.
Canoeing	Be able to complete requirement 3 at camp. Experience with canoes is necessary.
Citizenship in the Nation	Requirements 2, 3 and 8 must be completed prior to camp. If you plan to work on Requirement 6 ahead of time, it cannot be the Gettysburg Address.
Climbing	Advance knowledge of requirements 1 and 7 is helpful.
Computers.....	Some alternatives in requirements 6 and 7 must be completed or require advance preparation.
Cooking.....	This badge is NOT for the novice cook. Requirement 7 must be completed before camp. Advance work required for requirement 8. Food will be provided by the camp. All other necessary cooking equipment (trail stove) should be brought to camp.
Cycling.....	Requirements 6B, 6F, 7, 8 and 9 must be completed prior to camp.
Electricity.....	Requirements 2, parts of 6 & 9 must be completed prior to camp. Advance preparation on requirement 11 is necessary.
Emergency Preparedness	You must have First Aid Merit Badge. Requirement 2B, 2C and 7 must be completed prior to camp. Advance preparation on requirements 6, 8 & 9 are necessary.
Environmental Science	Requirement 3E must be completed prior to camp. This is NOT a badge for younger Scouts. Advance preparation on requirement 6 is necessary.
Fingerprinting	No advance preparation is necessary.
Fire Safety.....	Requirement 11 must be completed prior to camp. Requirements 6A and 12 advance preparation is necessary.
First Aid	Review First Aid skills for Tenderfoot thru First Class. Requirement 2D must be completed prior to camp.
Fish and Wildlife Management	No Advance work is required.

Fishing	Bring fishing gear to camp.
Fly Fishing	Bring fishing gear to camp.
Forestry	No advance work is required.
Geocaching	Requirement 7 must be completed prior to camp.
Geology	Requirement 4b must be completed prior to camp
Hiking	Requirements 5, 6 and 7 must be completed prior to camp.
Indian Lore	No advance preparation required.
Insect Study	Requirements 4, 7 and 9 must be completed prior to camp.
Journalism	Requirement 2 and 4 must be completed prior to camp.
Leatherwork	(Materials needed to make a leather project for requirement 3 must be purchased. Approx. \$10)
Lifesaving	Scout must be classified a “swimmer” by their buddy tag. Requirement 1 needs to be completed before all other requirements. Bring clothing for requirement 7E.
Mammal Study	No advanced preparation is required.
Music	Proficiency in a musical instrument or singing is necessary to complete this badge. Requirement 3 must be completed prior to camp.
Nature	No advanced preparation is required.
Orienteering	Requirement 8 is a major undertaking and Scouts should be prepared to devote the necessary time it will take to complete.
Personal Fitness	Requirements 1B, 6, 7 and 8 must be completed prior to camp. Bring examination forms and progress log for your 12-week fitness program.
Photography	Review requirements. Scouts must bring a digital camera.
Pioneering	Review basic knots, lashings, and splicing prior to camp.
Reptile and Amphibian Study	Requirement 8 must be completed prior to camp. General knowledge of reptiles and amphibians is necessary.
Rifle Shooting	This is one of the most difficult merit badges available at camp. Prior to camp, Scouts should aggressively research all of the requirements. Scouts need to be ready to discuss requirement 1 on Monday morning. A copy of the Scout’s local and state laws is needed for requirement 1f. By coming to camp with this knowledge, that can be gained largely from within the merit badge book, local law enforcement agencies, and the Internet, the Scout will have more “shooting time,” and thus more of an opportunity to earn the badge. Only Option A is available at camp.
Rowing	Be able to complete requirement 3 at camp. Experience with rowboats is necessary. Certain alternatives in requirement 5 must be completed before camp.
Shotgun Shooting	This is one of the most difficult merit badges available at camp. Prior to camp, Scouts should aggressively research all of the requirements. Scouts need to be ready to discuss requirement 1 on Monday morning. A copy of the Scout’s local and state laws is needed for requirement 1F. By coming to camp with this knowledge, that can be gained largely from within the merit badge book, local law enforcement agencies, and the Internet, the Scout will have more “shooting time,” and thus more of an opportunity to earn the badge. Only Option A is available at camp. (A nominal fee will be charged for clay pigeons. Approx \$25).
Small Boat Sailing	Be able to complete requirement 2 at camp. Experience with sailboats and sailing in general is necessary. Weather conditions can effect completion of this badge.
Soil and Water Conservation	No advanced preparation is required.
Space Exploration	(Materials needed for requirement 3 must be purchased. Approx. \$15)
Sports	Requirements 4 and 5A must be completed prior to camp.
Swimming	Scout must be classified a “swimmer” by their buddy tag. Bring clothing for requirement 4.
Weather	Requirement 8 must be completed prior to camp.
Wilderness Survival	Advance preparation for requirement 5 is necessary. Review basic survival skills, camping skill and edible wild plants.
Wood Carving	Experience in carving is necessary, and a Scout must have earned Totin’ Chip. (Some materials needed to complete the badge must be purchased. Approx. \$10)
Whitewater	For Boat and Paddle participants only. Complete requirement 3 prior to camp. Advance preparation is required for requirement 4. Knowledge of first aid and CPR is important.

2012 CAMP MERIT BADGE OPPORTUNITIES-BY AREA

Archery Range

Archery

Civics Center

American Heritage

Citizenship in the Nation

Citizenship in the World

Health Lodge

Emergency Preparedness

Fire Safety

First Aid

Handicraft

Art

Basketry

Leatherwork

Woodcarving

Lake

Rowing

Canoeing

Small-Boat Sailing

Fishing

Fish & Wildlife Management

Media Center

Computers

Electronics

Electricity

Journalism

Photography

Native American Village

Archaeology

Indian Lore

Nature

Astronomy

Bird Study

Soil and Water Conservation

Environmental Science

Nature

Mammal Study

Forestry

Weather

Fly-Fishing

Geology

Reptile and Amphibian Study

Insect Study

Oceanography

Pool

Lifesaving

Swimming

BSA Lifeguard

Rifle Range

Rifle Shooting Merit Badge

Shotgun Shooting Merit Badge

Scoutcraft

Backpacking

Camping

Cooking

Geocaching

Orienteering

Pioneering

Wilderness Survival

Hiking

Sports

Athletics

Cycling

Personal Fitness

Space Exploration

Sports

Quartermaster

Plumbing

Lunch Clubs

Fingerprinting

Chess

C.O.P.E. Course

C.O.P.E. Program

Climbing Merit Badge

RESICA FALLS PROGRAM HIGHLIGHTS

Morning Instruction

Monday - Friday 9:00 am to 12:00 pm

The morning instruction schedule consists of four 45 minute periods. (See morning instruction schedule on page 32 for specific times that merit badges are offered.) Please note that most aquatic badges and all shooting sports badges require double periods. For merit badges offered that are not scheduled, or in the event of a scheduling conflict make arrangements with the area director for instruction time.

Special Merit Badge Offerings

This year we will offer 6 merit badges that have not been offered at camp before! These badges are a great chance for experienced Scout who have been attending camp for several years to earn badges that have not been available previously. The badges for 2012 are:

- Archaeology(Native American Village) • Chess(Lunch Club) • Electronics (Media Center) • Plumbing (Quartermaster)
- Civics Center(Arena) - Citizenship in the Nation, Citizenship in the World, American Heritage

Media Center

This year, Big Springs is expanding its media center. This area will offer scouts the opportunity to earn Journalism, Computers, Electricity, Electronics and Photography merit badges. Through this program area, Big Springs will have a daily newspaper to highlight the programs offered that day, as well as the weather and other important information to make your week at camp more enjoyable. Make sure you stop by the media center to earn a badge, or just find out more information about the program!

Native American Village

New to Big Springs this year is our Native American Village. Using the history of the Lenni Lenape and of the Village of Recessa, we are excited to offer Indian Lore merit badge and Archaeology Merit Badge. This will give Scouts the opportunity to learn about the history of Native Americans, as well as the history of Recessa and how to go on archaeology digs to find relics in other communities.

Lunch and Clubs

Everyday we will offer a lunch and program block over two 50 minute periods between 12:20 and 2:00 pm. Each Troop will be assigned one period for lunch and siesta and one period for program clubs. Lunch will be served cafeteria style and your Troop can come any time during their assigned 50 minute period to eat from a nice lunch buffet. During your program period, the Scouts will have their choice among 4-5 different activities that range in variety from Scouting skills, personal interest, and sporting events. This schedule will not be followed on Wednesday to accommodate the Camp Wide Event.

Campers Council

Monday- Friday Immediately following dinner at Dining Hall

This forum of the camp's principle youth leaders, the senior patrol leaders, will gather each day to review the program and discuss concerns of the camp. Therefore, it is extremely important that your senior patrol leader be present at each meeting to insure your units representation. In addition, they will play a major role in putting together Friday night's campfire.

Water Olympics

Monday- 7:30 pm

Each Patrol will compete in different skill competitions in the Pool in the quest to earn the Gold, Silver or Bronze medals. Practice your swimming skills and get ready for a wet and wacky Water Olympics!

Dutch Oven Dessert Challenge & Leaders' Swim and Barbecue

Monday - 9:00 pm

Leaders are invited to the pool for some hot dogs and a swim. In addition you are invited to cook up your special dessert recipe in a Dutch Oven in the Olympic Theme and enter it into this special Blue Ribbon competition. Camp can provide a Dutch Oven and some basic ingredients such as flour, sugar, etc. Any exotic ingredients should be brought to camp. Make arrangements with your commissioner for any needs you require from the camp.

Iron Man Competition

Tuesday- 7:00 pm

For anyone 16 years old or older, this is your chance to prove your strength and skill! Come out and compete in the Resica Falls Iron Man Competition, a race that will have you Running, Biking and Swimming for the Gold Medal!

Field Olympics

Tuesday- 7:30 pm

Calling all Scouts – Come show off your skills in our Field Olympics! Compete in different skill competitions from running, to push-ups to the shotput for the chance to bring home the Gold Medal!

Night Owl Swim

Tuesday and Thursday at 8:45 pm

These are open swims and water slide time for all Scouts and Scouters in camp!

World's Fair

Wednesday afternoon

Join us for our Worlds' Fair as we celebrate the culture of several countries while competing against each other. Each activity will be based on a group of 8 Scouts participating, so start forming your patrols now and practice skills related to some of our most popular program areas in camp. Patrols will compete for the Gold as the activity points start to add up to see who the weeks' Gold Medal goes to!

Camper Campfire/OA Call-out

Wednesday at 8:00 pm

Get your skits, songs and Cheers ready! We invite all Troops to participate in our Camper Campfire on Wednesday night. In addition to the skits, songs and cheers, we will also have the OA Call-out to recognize those of us who have been selected to Scouting's' Honor Society. Please join us for this fun night!

Twilight Boating

Thursday at 7:30 pm

This is an open boating time on the lake til sunset.

Friday Night Closing Ceremony

Friday Night-9:00pm

Join us as we recognize all of the winners and participants from our camp-wide activities and award winners for the week in a fun way to close out our Olympic week. You won't want to miss this and see who won Olympic Bronze, Silver and Gold!

Religious Services

All Faith Service-Friday-7:30 pm • Jewish Service-Friday-7:30 pm

If your troop would like to coordinate a service of a particular faith, we would be happy to help you plan and run it. All campers and leaders are encouraged to attend the service. Uniforms are appropriate.

Gateway Competition

Judged Friday at Lunch

Troops are encouraged to design and build a creative gateway to their campsite using the theme, Olympics. The Troop with the most creative gateway will be recognized at the end of the week. Judging will take place Friday afternoon.

Leaders Program

Adult leaders are encouraged to participate in all activities in camp. This includes merit badges and campwide activities. In addition, there are special programs designed specifically for leaders. We also will have contests throughout the week designed specifically for adult leaders. These will be announced during the week and will also be posted on the bulletin board outside the dining hall. Resica falls camp staff will provide the following training for adult leaders throughout the week:

- Home away from home
- Safe Swim defense
- Safety Afloat
- Climb on Safely
- Trek Safely
- Leave No trace
- Napping Merit Badge
- Leader Activity Badge
- Coffee Drinking Merit Badge

Depending on the availability of the Training Committee, Cradle of Liberty council training staff may provide:

- Boy Scout position specific training (SM, Troop Committee)
- Introduction to Outdoor Leadership Skills

Patrol Style Cooking

Patrol method cooking is available for those troops or patrols that want to experience the cook-your-own style resident camp formerly offered at Firestone Camp. Troops or patrols can choose this option for any number of meals including the entire week. Those that wish to do any in site cooking should talk to their camp commissioner. Any units that do not have the right cooking equipment can talk to their commissioner about borrowing the equipment they need.

Resica Falls

2012 Master Schedule

TIME	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
7:00	Polar Bear/Reveille	Polar Bear/Reveille	Polar Bear/Reveille	Polar Bear/Reveille	Polar Bear/Reveille
7:50	Flag Raising	Flag Raising	Flag Raising	Flag Raising	Flag Raising
8:00	BREAKFAST	BREAKFAST	BREAKFAST	BREAKFAST	BREAKFAST
9:00	C.O.P.E Merit Badges - see list Dan Beard	C.O.P.E Merit Badges - see list Dan Beard	C.O.P.E Merit Badges - see list Dan Beard	C.O.P.E Merit Badges - see list Dan Beard	C.O.P.E Merit Badges - see list Dan Beard
12:00				Leader's Luncheon	
12:20	LUNCH A & CLUBS B	LUNCH A & CLUBS B	World's Fair	LUNCH A & CLUBS B	LUNCH A & CLUBS B
1:10	LUNCH B & CLUBS A	LUNCH B & CLUBS A		LUNCH B & CLUBS A	LUNCH B & CLUBS A
2:00 to 4:45	Climbing Merit Badge Areas Open Dan Beard High Five Adventure Club	Climbing Merit Badge Areas Open Dan Beard High Five Adventure Club		Climbing Merit Badge Areas Open Dan Beard High Five Adventure Club	Mile Swim & BSA Lifeguard Test Climbing Merit Badge Areas Open Dan Beard High Five Adventure Club
3:00 to 3:30	Mile Swim Build Up	Mile Swim Build Up		Mile Swim Build Up	Free Swim
3:30 to 4:30	Free Swim	Free Swim		Free Swim Leaders vs. Staff Softball	
6:00	Colors	Colors	Colors	Colors	Colors
6:15	DINNER	DINNER	DINNER	DINNER	DINNER
7:30	Water Olympics	Iron Man (7:00 pm) Individual Olympics (7:30 pm)	Campers' Campfire/OA Call Out (8:00pm)	Twilight Boating Wilderness Survival Overnighter OA Inductions	All Faith Vespers Jewish Services Blue Card Reconciliation (8:00 pm) Closing Ceremony Scoutmaster Appreciation following campfire
9:00	Leaders' Swim & BBQ Duch Oven Dessert Challenge	Night Owl Swim (8:45 pm)		Night Owl Swim (8:45 pm)	
9:30	Star Talk	Star Talk (backup)	Star Talk (backup)		
10:00	Taps	Taps	Taps	Taps	Taps

Resica Falls

2012 Morning Schedule

Merit Badges in grey are double period badges.

TIME	SCOUTCRAFT	NATURE	HANDICRAFT	LAKE	POOL	RIFLE RANGE	ARCHERY	SPORTS	HEALTH LODGE	MEDIA CENTER	CIVICS CENTER	NATIVE AMER. VILL.	QUARTER-MASTER
9:00 to 9:40	Cooking Pioneering Camping	Soil & Water Conservation Astronomy	Leatherwork Art	Fishing				Space Exploration		Electronics	American Heritage	Indian Lore	
9:00 to 10:25				Rowing Canoeing	Lifesaving BSA Lifeguard Swimming	Rifle Shooting Shotgun Shooting	Archery						
9:45 to 10:25	Pioneering Wilderness Survival Geocaching	Environ. Science Nature Mammal Study	Basketry Woodcarving	Fish & Wildlife Management				Sports	First Aid	Electricity	Citizenship in the Nation	Archaeology	
10:30 to 11:10	Camping Orienteering	Environ. Science Forestry Weather	Leatherwork Art					Personal Fitness	Emergency Preparedness	Photography	Citizenship in the World	Archaeology	
10:30 to 11:55				Sailing Canoeing	Lifesaving Swimming BSA Lifeguard (cont)	Shotgun Shooting Rifle Shooting	Archery						
11:15 to 11:55	Camping Wilderness Survival Pioneering	Soil & Water Conservation Mammal Study Reptile & Amphibian Study	Basketry Woodcarving					Athletics	Fire Safety	Computers		Indian Lore	Plumbing

If there is a scheduling conflict, make arrangements with the counselor for an alternative time (ie afternoon, etc.).
 For merit badges offered that are not listed above, please see the area director and arrange a time.
 NOTE: With the exception of BSA Lifeguard, all badges require only one block shown per morning.

Merit Badges in grey are
double period badges.

Resica Falls

2012 Morning Schedule

TIME	SCOUTCRAFT	NATURE	HANDICRAFT	LAKE	POOL	RIFLE RANGE	ARCHERY	SPORTS	HEALTH LODGE	MEDIA CENTER	CIVICS CENTER	NATIVE AMER. VILL.	QUARTER- MASTER
9:00 to 9:40													
9:00 to 10:25													
9:45 to 10:25													
10:30 to 11:10													
10:30 to 11:55													
11:15 to 11:55													

If there is a scheduling conflict, make arrangements with the counselor for an alternative time (ie afternoon, etc.).
For merit badges offered that are not listed above, please see the area director and arrange a time.
NOTE: With the exception of BSA Lifeguard, all badges require only one block shown per morning.

Resica Falls

2012 Pool Schedule

TIME	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
7:00-7:30	Polar Bear	Polar Bear	Polar Bear	Polar Bear	Polar Bear
9:30-12:00	BSA Lifeguard	BSA Lifeguard	BSA Lifeguard	BSA Lifeguard	BSA Lifeguard
9:00-10:25	Session 1: Swimming & Lifesaving MB	Session 1: Swimming & Lifesaving MB	Session 1: Swimming & Lifesaving MB	Session 1: Swimming & Lifesaving MB	Session 1: Swimming & Lifesaving MB
10:30-11:55	Session 2: Swimming & Lifesaving MB	Session 2: Swimming & Lifesaving MB	Session 2: Swimming & Lifesaving MB	Session 2: Swimming & Lifesaving MB	Session 2: Swimming & Lifesaving MB
	BSA Lifeguard (PM hours determined by Instructor)	BSA Lifeguard (PM hours determined by Instructor)	World's Fair		BSA Lifeguard (PM hours determined by Instructor)
2:00-3:00	Instructional Swim	Instructional Swim			Mile Swim & BSA Lifeguard Test
3:00-3:30	Mile Swim Build Up	Mile Swim Build Up			Mile Swim Build Up
3:30-4:30	Free Swim	Free Swim			Free Swim 3:00 - 4:30
EVENING	9:00-10:00 Leader's Swim w/ Ranger Jack	8:45-9:45 Night Owl Swim	Pool Closed	8:45-9:45 Night Owl Swim	Pool Closed

Resica Falls

2012 Lake Schedule

TIME	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
9:00-10:25	Session 1: Canoeing, Rowing Fishing Fish & Wildlife Management	Session 1: Canoeing, Rowing Fishing Fish & Wildlife Management	Session 1: Canoeing, Rowing Fishing Fish & Wildlife Management	Session 1: Canoeing, Rowing Fishing Fish & Wildlife Management	Session 1: Canoeing, Rowing Fishing Fish & Wildlife Management
10:30-11:55	Session 2: Canoeing & Sailing	Session 2: Canoeing & Sailing	Session 2: Canoeing & Sailing	Session 2: Canoeing & Sailing	Session 2: Canoeing & Sailing
2:00-4:30	Open Program Canoeing, Sailing Rowing Open Boating	Open Program Canoeing, Sailing Rowing Open Boating	World's Fair	Open Program Canoeing, Sailing Rowing Open Boating	Open Program Canoeing, Sailing Rowing Open Boating
3:30-4:30		BSA Kayaking		BSA Kayaking	
EVENING	LAKE CLOSED	LAKE CLOSED		Twilight Boating	LAKE CLOSED

NOTE: Because of the distance to the lake, Scouts should plan to spend the entire morning OR their entire afternoon at the lake so it does not interfere with the timing of other merit badges. Scouts WILL NOT HAVE TIME to take a badge at the lake and schedule a session immediately following in the main camp.

Resica Falls

2012 Dan Beard Schedule



TIME	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
PATROL A	9:00 Patrol Time 9:45 U.S. Flag 10:30 Swimming MB 11:15 Swimming MB 12:00 Lunch 2:00 Hike: 10 Native Plants 2:30 Hike: 10 Native Plants 3:00 Knots n' Rope I 3:30 Maps n' Compass 4:00 DB dismissed Counselors available for review	First Aid I First Aid I Swimming MB Swimming MB Lunch Hike: 10 Signs of Wild Animals Hike: 10 Signs of Wild Animals Knots n' Rope II Knots n' Rope II DB dismissed Counselors available for review	First Aid II First Aid II Swimming MB Swimming MB Lunch Camp Wide Games Camp Wide Games Camp Wide Games Knots n' Rope III DB dismissed Counselors available for review	Fire Building/Safety Fire Building/Safety Swimming MB Swimming MB Cooking 5 Mile Hike/ Opt. Overnighter 5 Mile Hike/ Opt. Overnighter 5 Mile Hike/ Opt. Overnighter 5 Mile Hike/ Opt. Overnighter 5 Mile Hike/ Opt. Overnighter DB dismissed Counselors available for review	First Aid III First Aid III Swimming MB Swimming MB Lunch Knots n' Rope III Knots n' Rope III Patrol Skill Competitions Patrol Skill Competitions DB dismissed Counselors available for review
PATROL B	9:00 Swimming MB 9:45 Swimming MB 10:30 Patrol Time 11:15 U.S. Flag 12:00 Lunch 2:00 Knots n' Rope I 2:30 Maps n' Compass 3:00 Hike: 10 Native Plants 3:30 Hike: 10 Native Plants 4:00 DB dismissed Counselors available for review	Swimming MB Swimming MB First Aid I First Aid I Lunch Knots n' Rope II Knots n' Rope II Hike: 10 Signs of Wild Animals Hike: 10 Signs of Wild Animals DB dismissed Counselors available for review	Swimming MB Swimming MB First Aid II First Aid II Lunch Camp Wide Games Camp Wide Games Camp Wide Games Knots n' Rope III DB dismissed Counselors available for review	Swimming MB Swimming MB Fire Building/Safety Fire Building/Safety Cooking 5 Mile Hike/ Opt. Overnighter 5 Mile Hike/ Opt. Overnighter 5 Mile Hike/ Opt. Overnighter 5 Mile Hike/ Opt. Overnighter 5 Mile Hike/ Opt. Overnighter DB dismissed Counselors available for review	Swimming MB Swimming MB Knots n' Rope III Knots n' Rope III Lunch First Aid III First Aid III Patrol Skill Competitions Patrol Skill Competitions DB dismissed Counselors available for review
PATROL C	9:00 Patrol Time 9:45 Geocaching MB 10:30 Hike: 10 Native Plants 11:15 Hike: 10 Native Plants 12:00 Lunch 2:00 Instructional Swim 2:30 Instructional Swim 3:00 Maps n' Compass 3:30 Knots n' Rope I 4:00 DB dismissed Counselors available for review	U.S. Flag Geocaching MB Hike: 10 Signs of Wild Animals Hike: 10 Signs of Wild Animals Lunch Instructional Swim Instructional Swim Knots n' Rope II Knots n' Rope II DB dismissed Counselors available for review	First Aid II Geocaching MB First Aid I First Aid I Lunch Camp Wide Games Camp Wide Games Camp Wide Games Knots n' Rope III DB dismissed Counselors available for review	Knots n' Rope III Geocaching MB Fire Building/Safety Fire Building/Safety Cooking 5 Mile Hike/ Opt. Overnighter 5 Mile Hike/ Opt. Overnighter 5 Mile Hike/ Opt. Overnighter 5 Mile Hike/ Opt. Overnighter 5 Mile Hike/ Opt. Overnighter DB dismissed Counselors available for review	First Aid II Geocaching MB First Aid III First Aid III Lunch Instructional Swim Instructional Swim Patrol Skill Competitions Patrol Skill Competitions DB dismissed Counselors available for review

ADULT LEADER ACTIVITY/TRAINING SCHEDULE

Introduction to Outdoor Leadership Skills – Monday, 10:00am

Location: Unami Lodge

Trainer: Chris Brenner

Safe Swim Defense & Safety Afloat – Monday, 12:00pm

Location: Pool

Trainer: Aquatics Staff

Home Away From Home – Monday, 2:00pm

Location: Unami Lodge Porch

Trainer: Program Staff

Leader Specific Training – Tuesday, 9:00am

Location: Unami Lodge

Trainer: Council

Climb on Safely – Tuesday, 12:00pm

Location: Sports

Trainer: Climbing Staff

Coffee Drinking Merit Badge – Wednesday, 9:00am

Location: Unami Lodge

Trek on Safely – Thursday, 12:00pm

Location: Sports

Trainer: Scoutcraft Staff

Napping Merit Badge – Thursday, 2:00pm

Location: Porch, Unami Lodge

Leave No Trace Training – Friday, 12:00pm

Location: Ecology

Trainer: Ecology Staff

CAMP COMMISSIONERS

This camping season at Camp Big Springs is going to be a busy time for you and your Troop. With that in mind, the Camp Commissioner staff is in place to help you keep things running smoothly and trouble-free. Each Troop will be assigned a Commissioner who will visit your site regularly. Take the time to get to know us. We will be your most reliable link to the rest of the staff. Don't hesitate to bring up any problems or questions you have. We're here to help!

The Commissioner staff is also busy helping you outside of the campsite too! We will, as in seasons past, be offering some Adult Leader Training Sessions to keep you and your other adult leaders well trained in all aspects of camping.

A big hit in past seasons has been our homesickness training, aptly named Home Away From Home Conflict Prevention. In this presentation, you will learn how to recognize a homesick camper, as well as, the many different ways of dealing with a homesick Scout while at camp.

Senior Patrol Leaders should plan on having a daily SPL Meeting with a member of the Commissioner Staff. This is the absolute best way to get information to your Troop on camp themes, games, and activities. Every Troop is recommended to send a representative to this meeting.

The Commissioners at Big Springs are known for spontaneity, and you might find some more surprises offered once you get to camp. We encourage an open dialog with any and all leaders. If there is anything you may want or need, feel free to ask.

See you at camp, Your Camp Commissioners.

DAN BEARD FIRST YEAR CAMPER PROGRAM

Resica Falls is proud to continue its newly designed Dan Beard program. This program instills the same skills in the Scouts as in the past, but allows them more time to learn and practice the skills necessary for Tenderfoot through First Class. The Dan Beard program is not meant to replace any skill instruction or Troop activity, but we hope to work with the Troop to ensure that each boy that goes through our program learns more about the outdoors and Scouting in a fun, hands-on environment. We utilize the Patrol Method so the Scouts can learn how to work in groups and make new friends, but this also allows us to break the boys in to smaller instructional groups.

Some of the features this year include a full-day Dan Beard program, a chance for the Scouts to earn the Swimming Merit Badges, and a 5-mile hike to end the week. We hope these programs will help the Scouts further their skills. The 5-mile hike will be the gem of your first-year Scouts' week in camp! This hike will be the culminating event of this program and highlight the adventurous side of Scouting while putting their newly learned skills to the test! Scouts will be given free time at 4:00 pm each day to earn an additional merit badge or enjoy other activities in camp. Units with Scouts participating in Dan Beard are encouraged to provide a leader or two to help out.

There are a few things we would like each Scout to bring to camp to make the Dan Beard program run smoothly. The list includes:

- Backpack (daypack)
- Boy Scout handbook
- Knife, Fork and Spoon (each piece labeled with the Scout's name)
- Hiking Boots suitable for a 5-mile hike
- Canteen or water bottle
- Swim Suit and Towel
- Long Sleeve Shirt and Long Pants for Swimming Merit Badge
- Rain gear
- Pocket Knife
- Sunscreen and Insect repellent

Scouts attending Dan Beard are encouraged to work on the following Merit Badges during their free time: Geocaching, Leatherwork and Space Exploration. We will be keeping close track of your Scouts' progress of the Scouting skills that he learns in camp. We will have two ways of tracking each Scout. First, each Scout will have an individual progress sheet that will be checked-off and initialed with the date every time a Scout learns a skill. This will be kept with the Dan Beard staff member that is responsible for each specific patrol. Secondly, there will be a progress tracking poster for each patrol hanging up in the Dan Beard area so you and the Scouts can see their progress and the progress of other members of your Troop. This is a quick and easy way of making doubly-sure that the Scouts are given credit for the appropriate skills.

We in the Dan Beard area strive to make a positive and rewarding experience that will make the Scouts want to continue on the trail to Eagle!

PUTTING THE OUTING BACK INTO SCOUTING **HIGH ADVENTURE**

PaddleRama: A week-long canoeing trip on the Delaware River. Start out North of Big Springs and end the week at the Delaware Water Gap. Enjoy the natural wonder of the Delaware River. Camp along the river, run some rapids and share experiences with Scouts from other troops in this wet and wild experience.

Climbing Merit Badge: Climbing Merit Badge will be offered in the afternoons at the COPE course. Resica Falls is located near some of the best climbing cliffs in the Northeast. We offer day trips to the rocks at Delaware Water Gap and we offer climbing on our own 42 foot climbing wall. So, whether your older Scouts are novices or experts, Big Springs has something for their skill level.

High Five Adventure Club: Are your Scouts looking to do a few merit badges at camp, but also want some ADVENTURE?!! Each afternoon, Scouts 14 and up will be given the opportunity to go on a different adventure around Resica Falls and the Pocono Mountains. On Monday the Scouts will have an opportunity to pick their excursions for the week, so the activities will change each week depending on what that week of Scouts want to do. Friday will be a canoe trip on the Delaware River with a limit of 20 spots, so it will be on a first come, first serve basis. Scouts can sign-up at the pool until all 20 spots are filled, but must sign-up by Tuesday Night Owl Swim. The excursion will meet every day on the porch of Unami Lodge at 2pm (unless decided otherwise). Here is a list of possible excursions for the Scouts to pick from:

- A hike to Look Out Point, one of the many scenic vistas in camp, followed by a swim in the Bushkill Creek
- A shotgun shooting competition that will feature challenging shooting angles, along with black powder shooting
- A canoe trip on the Delaware River
- A COPE/Climbing day
- An overnight excursion to the highest point on the property to view the sunrise
- Dragon Boating on Lake Roger
- Action Archery/Tomehawk Throwing/Adlatl Throwing/Knife Throwing
- Fly Fishing
- Overnighter

This is a great high adventure opportunity for your Scouts that they won't want to miss!!

Troop Trips: In addition to the regular activities offered at Big Springs, you can tailor a program to suit your needs. Whether you want to set up a Troop climb, day trip canoeing down the Delaware, the staff at Big Springs will do everything it can to help you achieve it. Let your Commissioner know what your plans are and what you will need. Start planning now for troop trips your Scouts will remember. Leaders can sign-up for trips at the June Leaders' Meeting.

COPE

The Resica Falls C.O.P.E. Course is a Week long challenge program. Youngsters have forever been enchanted with heights, trees, ropes, fun, and adventure. The Boy Scouts of America provides opportunities for its members to explore these enchantments. Project C.O.P.E. is an enriched extension of these efforts.

Project C.O.P.E. stands for "Challenging Outdoors Personal Experience." It comprises group initiative games low-course and high-course activities. Some of the activities involve a group challenge while others test individual skills and agility. Participants climb, swing, balance, jump, rappel, and think of solutions to a variety of activities. Most do more than they ever thought they could do.

Project C.O.P.E. is an exciting outdoor activity that can be used to attract and hold the interests of older boys in Scouting. It offers a set of stimulating activities designed to meet the needs of today's young people who are seeking greater challenges to their physical and mental abilities. The underlying goals of a Project C.O.P.E. course are consistent with the methods of Scouting. Group activities are ideal for emphasizing the patrol method and developing leadership. Individual activities help promote personal growth. A C.O.P.E. course provides an opportunity for every participant to achieve success as an individual and as a member of a patrol or team. The activities are not designed to be competitive or to be a race against time. More important objectives, including building individual confidence, developing leadership, and inspiring cooperation among team members, are emphasized.

Leaders will be offered the opportunity to participate and experience C.O.P.E.. Leaders are discouraged from being spectators of C.O.P.E. as this interferes with the group dynamics of the program.

This is a half-day program — MORNING ONLY.

PARTICIPATION REQUIREMENTS:

- Be at least thirteen years of age as of the Sunday of your week in camp.
- Have approval from parents and their Scoutmaster.
- Complete COPE Application and mail in advance to camp.

REQUIRED C.O.P.E. EQUIPMENT:

- Jeans or dungarees
- Work gloves (leather preferable)
- Sweat shirt (long sleeved)
- Strong belt (no large buckle)
- Bandanna or neckerchief
- Gym shoes or sneakers (with good tread)

C.O.P.E. APPLICATION

NAME: _____ PHONE NUMBER: _____

ADDRESS: _____

CITY/STATE/ZIP: _____

TROOP: _____ DISTRICT: _____ COUNCIL: _____ CAMPSITE: _____

AGE: _____ BIRTHDATE: _____ (MUST BE 13 BY CAMP)

WEEK ATTENDING: _____ DATES ATTENDING: _____

SCOUT RANK: _____ (MUST BE AT LEAST FIRST CLASS)

TROOP POSITION: _____

HOBBIES/INTEREST/ACTIVITIES: _____

ANY HEALTH PROBLEMS THAT MAY INHIBIT YOUR PARTICIPATION IN

C.O.P.E.(ie Heart, Back, Blood Pressure, Allergies(Bee Stings), etc.) _____

C.O.P.E. is a Challenging Outdoor Personal Experience that demands a lot of time and a physical commitment. Due to a certain level of maturity necessary to complete this course, **OLDER SCOUTS WILL BE GIVEN PREFERENCE.**

Signature of Participant: _____

Signature of Parent or Guardian: _____

Signature of Scoutmaster: _____

PLEASE NOTE: APPLICATIONS MUST BE RECEIVED NO LATER THAN ONE WEEK PRIOR TO YOUR ARRIVAL AT CAMP. Fax to 570-223-7263 or Mail to:

C.O.P.E. Director
Resica Falls Scout Reservation
1200 Resica Falls Road
East Stroudsburg, PA 18302

Aquatics

SAFELY AFLOAT AND SAFE SWIM DEFENSE ORIENTATION: Each leader will have the opportunity to receive training in the safety afloat and safe swim defense plan. This will qualify the unit leader to hold boating and troop swims anytime and anyplace during the year. A two year certification will be presented to the leaders who take this opportunity. After completing safety afloat and safe swim defense, a leader may take the troop to the Bushkill Creek, set up and run a safe swim area. Scouts are not permitted to swim in the Bushkill without Adult supervision.

SMALL BOAT SAILING: These sailboats may be taken out for general use during any of the open boating periods. Only swimmers can take out sailboats but not until they go through a sailing check-out orientation. Personal flotation devices (PFD's) must be worn at all times.

ROW BOATING: Row boats may be taken out for general use during any of the open boating periods. No more than three people can be in a boat. A non-swimmer or beginner may take out a rowboat provided he is accompanied by a swimmer. All boaters must wear PFD's at all times.

DRAGON BOATING: We offer a unique opportunity for patrol team building in the form of Ancient Chinese Dragon Boating. Group size should be 8 to 10 Scouts or leaders. Resica Falls is the only Scout Camp with this program.

CANOEING: Canoes may be taken out for general use during any of the open boating periods. No more than two people can be in a canoe. Only swimmers can take out a canoe. PFD's must be worn at all times.

CANOE TRIPS: Resica Falls offers a Troop the opportunities for all types of canoe trips on the Delaware River. Whether you want a half day, whole day or an overnight canoeing experience, we can help you plan your trip. This program is ideal for the second year and older campers who are swimmers. These Troop trips are available by pre-arrangements through your commissioner or even before camp. A canoeing overnigher can give your Scouts additional cooking and camping experience, and they can all count on getting a little fishing in. You must still have two qualified leaders on the trip and back in camp if only part of your Troop participates. If you would like your troop to go, please let us know at the June Pre-Camp Leaders' meeting. Trips may be postponed should weather or river conditions warrant it. Only swimmers may participate in a Troop canoe trip. A trip plan must be filed at the time of departure.

BSA LIFEGUARD: This program is offered to certify Scouts and interested leaders as lifeguards. The program is very intense and requires all week to be completed. Upon completion, Scouts and leaders will be awarded a three year certification. As lifeguards are required for all aquatic activities back at home, Troops are encouraged to have Scouts and/or leaders participate by talking to the aquatics director. **Current American Red Cross First Aid and CPR/AED for the Professional Rescuer is required for BSA Lifeguard and must be completed before coming to camp.**

POLAR BEAR: The polar bear program is a program for everyone in camp. Show up at least three days for a pre-breakfast swim and earn the honor of being in the polar bear club. Members of the club are eligible to purchase a special patch at the trading post. Unit leaders should keep track of attendance.

SNORKELING BSA: This program, open only to swimmers, teaches Scouts how to use and handle fins, snorkels, and masks. Upon completion Scouts are awarded the snorkeling BSA award and can then wear the patch. For health and safety reasons interested Scouts should bring their own equipment to camp. This program will be conducted at the lake.

MILE SWIM: This program is offered to help improve awareness of being physically fit. It is a four day program which includes discussion, and three days of swim work-outs culminating in a complete non-stop mile swim on the fourth day. Upon completion, Scouts are awarded the certification card and the right to wear the mile swim patch.

FISHING & FLY-FISHING: Lake Roger and the Bushkill Creek offer some of the best fishing around as they are fully stocked with trout and blue gills. Anyone 16 years & up must have a PA Fishing license in order to fish at Resica Falls. The Bushkill Creek at Resica Falls is fly-fishing only and with all fish being catch and release. Fly fishing is available on the Bushkill from well above and well below the falls. There is no wading by Scouts into the Bushkill. On the lake, rowboats may be used by Scouts and leaders qualified as swimmers. The boats may be reserved with the lake director in advance. PFD's are required by all boaters. There will be no fishing permitted from any boat docks, or within 100 feet of the docks along the shore. A buddy must accompany Scouts to the creek or the lake. A note by the Scoutmaster attesting that the Scout has caught, identified and released the fish unharmed is sufficient for merit badge purposes. Scouts may keep one fish according to all state laws if they wish to cook and clean it at their campsite though at least one of the two fish must be released unharmed. Bring your own rod and reels to camp. Fishing and Fly Fishing Merit Badges are taught at the Nature Area.

SWIMMING IN THE BUSHKILL: The camp has many exciting swimming holes along the Bushkill Creek to give your Troop the opportunity to set up and run a safe swim area at a place other than the pool. Some of these are ways to combine a nice dip with a hike and perhaps a bag lunch. Possible destinations include: Cool Dip, Little Falls, Chapel Pool, Piano Pool, and of course, Fossil Rock. A trip plan must be filed at the time of departure.

BOATING ON LAKE ROGER

Big Springs offers boating on Lake Roger. Scouts and Leaders can sail, row, canoe, or even Dragon Boat. You can also fish from the shore or boats on our beautiful lake.

The trail to Lake Roger leaves the main part of camp from behind the trading post. It is about a 20 minute, scenic trail up to the lake. Leaders may also drive Scouts to the lake on the access road, located about one-half mile up Route 402 from the main entrance of camp.

Rowing, canoeing, and small-boat sailing merit badges are offered at the lake. The lake is open during regular program times. Scouts can come up anytime before closing time to work on badges.

According to the regulations of the Boy Scouts of America, each Scout and adult who wishes to use the boats at the lake must be accompanied by a buddy and have a buddy tag. A person who has not been classified as a swimmer may ride as a passenger in a rowboat with an adult swimmer, or in a canoe or sailboat with an adult who is trained as a lifeguard. In all other circumstances the person must be a swimmer to participate in an activity afloat. There is no swimming in the lake. Everyone wears a PFD at all times while in the boating area.

There are also opportunities for troop boating in the afternoons. Troops need to supply their own leadership and lookouts. A staff member will also be present to help our Troops.

Unique Opportunities at Resica Falls

Hike to one of our Beautiful Vistas

Here at Resica Falls we have many beautiful destinations around camp that your group can hike to and take in the scenery. Your commissioner can help you plan a hike to any of these locations in camp.

The Resica Falls
Little Falls*
Lookout Point
Signal Mountain
Lake Roger
Lake Anne
Beaver Lakes
Indian Flats
Bushkill Bluff
Piano Pool*
Chapel Pool*
Cool Dip*
Fossil Rock*

*Denotes swimming hole

Be sure to file a Trip Plan form with the Camp Office for these trips. You can also request to take a bag lunch with you on your trip. Locations marked with an asterisk above are great swimming holes. If you would like to go swimming while on the hike you will need to have the Aquatics Director sign off on your Trip Plan.

Canoe Trips

While your Troop is at Resica Falls, consider taking an afternoon out of camp to canoe the Delaware River. We can arrange a more relaxing trip for troops with less experienced Scouts, or a more strenuous trip for those that are experienced canoers! These trips can be arranged through the High Adventure Director with help from your commissioner.

Learn About Raising Fish

Having a World-Class Fly Fishing stream running through our camp not only allows us to teach Fly Fishing Merit Badge in the perfect setting, but it also allows us to be able to teach more about raising fish. We have our very own fish hatchery on the property and would love to let your Scouts feed the fish while they learn about how they are raised and how we get them acclimated to the new waters once we release them.

Dragon Boating

This is a great patrol for a group of 8-10 Scouts or leaders. Challenge another patrol or unit to a race.

The Order of the Arrow

We urge all Troops to get involved in the Order of the Arrow program here at Resica Falls. We conduct a full Ordeal and Brotherhood induction each week under the guidelines set forth by Unami Lodge One and the National Order of the Arrow Committee. The Call-Out ceremony will take place on Wednesday evening at 9:00pm at the Falls. Here we will recognize all those who were elected by their units to be inducted into Order. The Pre-Ordeal will immediately follow the Call-Out ceremony. The Ordeal will be conducted throughout the day on Thursday with the Induction ceremony taking place at 9:00pm. All those interested in sealing the bond in Brotherhood can do so by arranging it with the OA honors master. The Brotherhood ceremony will take place at 8:00pm on Thursday evening. Immediately following the Ordeal ceremony there will be a social for all members of the Order of the Arrow in the dining hall.

Important OA information:

1. All elections must have taken place before your arrival at camp. NO elections will be conducted at camp. Please have a copy of the election form with you at camp to avoid any misunderstandings.
2. If your unit is not from Cradle of Liberty Council, we cannot call out your candidates without proper written authorization from your council's lodge. This letter must include the candidates names and MUST be signed by the lodge adviser, lodge staff adviser, or the council Scout Executive. Note: Only Cradle of Liberty Council units are allowed to have their Scouts inducted at our ceremonies.
3. There will be a fee for all those taking either their Ordeal or Brotherhood at camp. These fees are set by the lodge and must be paid. The ordeal fee is \$25 and includes the ordeal sash, an OA handbook, the current years dues, and a current lodge flap. The brotherhood fee is \$20 and includes the cost of the brotherhood sash.
4. Order of the Arrow properties are sold at the trading post. You must present your membership card to establish that you are a member in the order to purchase these items. New members may use their dues receipt in lieu of a membership card.
5. We encourage anyone interested in helping out with the Ordeal or the ceremonies in any way, especially in the role of elangomats, to talk to the OA honorsmaster.
6. Those Scouts in your unit who will be called out on Wednesday should pack a pack and bring it with them to the designated location before the call out ceremony. This pack should include: sleeping bag, ground cloth, poncho, pocket knife and work clothes.
7. Those interested in sealing the bond of Brotherhood should contact the OA honorsmaster early in the week to get a copy of the requirements. They should be prepared to take a review test on Thursday afternoon. Only members of Unami Lodge one can take their Brotherhood while in camp.

THE UNAMI AWARD

PURPOSE: To promote good camping and to encourage Troops to take full advantage of the available facilities.

The Unami Award shall be presented to every unit that attends a Cradle of Liberty Council Camp. The award shall be a certificate with a legend in Indian Sign's that shows the experiences the Scouts in the Troop had at Summer Camp.

Special stamps shall be affixed on the certificate to document a unit's summer camp as follows:

Patrol Method - The Troop had an active patrol system in action at camp. The Patrol Leaders' Council helped the Troop plan and carry out their program.

Conservation - The Troop participated in a conservation project for at least one and a half hours under the supervision of the Nature Staff or your Commissioner.

Aquatics - The Troop held a Troop Swim or actively participated in the Aquatics activities in camp.

Scoutcraft- Good housekeeping habits were demonstrated at camp. Troop program included some kind of Scoutcraft activity.

Handicraft - The Troop completed a handicraft project using wood, gimp, leather, etc., or constructed a camp gadget of some type.

Overnight Experience - The Troop participated in an overnighter program of the camp or in one of the Troop's own design.

Campfire Activity - The Troop actively participated in the camp's campfire program by not only attending but participating as well.

Religious - Attend a religious service in camp, or conduct one of your own.

Shooting Sports - The Troop held a Troop Shoot at either the Rifle or Archery Ranges.

First Year Camper Program - The Troop had a member or members participate in and complete the First Year Camper Program.

High Adventure - The Troop conducted a high adventure trip while at camp, i.e. bike or canoe trip.

C.O.P.E. – The troop had a member or members participate in and completed project C.O.P.E.

Completion and presentation of the Unami Award will be held under the supervision of the Commissioner Staff at each of the Council's Camps.

Cradle of Liberty Troop Award

DO ALL OF THE FOLLOWING:

- Campsite Inspection (Must win clean camp award 4 out of 5 days)
- Patrol Organization - The patrol system is used at camp; each patrol member has a responsibility; have a patrol flag for each patrol.
- Camp Improvement - Select and perform a camp improvement or conservation project approved by the Camp Commissioner through the Ranger. Spend 2-3 hours and involve at least 75% of your troop.

MUST DO 14 OUT OF THE FOLLOWING:

- Conduct a Troop or inter-troop campfire with songs, skits, and cheers.
- Have at least 85% of non-swimmers and beginners enrolled in instructional swim.
- Conduct one Troop cookout while at camp.
- After receiving training, conduct a Troop Safe Swim on the Bushkill.
- Woods tools are available and used in a marked area of the Troop Site.
- Scoutmaster and/or other registered adult Troop leader is with the troop at all times and gives continuing leadership to Troop activities and advancement.
- Patrol Leader's Council plans Troop program through daily meetings with staff assistance as needed. Troop attends all Camp-wide activities.
- Advancement - All Scouts complete 50% of Dan Beard Requirements, or earn at least two merit badges.
- One adult leader attends the camp leaders meetings during the week.
- Sign up to attend Resica next year with a reservation form and fee.
- Camp SPL or boy leader attends all Senior Patrol Leader Meetings.
- All Troop members wear the Scout uniform to retreat ceremonies and evening meals.
- Complete a pioneering project approved by the Scoutcraft Director.
- All Scouts without Tote n' Chip earn it.
- Attend or help with the religious service as a Troop.
- Put on an appropriate skit, song, or cheer for the Friday Night Campfire.
- Have at least 75% of Scouts and leaders participate in the Polar Bear Swim. (3 out of 5 days)
- Conduct a trip to one of the following: Little Falls, Fossil Rock, Cool Dip, Lake Anne, Signal Mountain, or Look Out Point.

YOUR LAST DAY AT CAMP

CHECK OUT TIME: SATURDAY, IMMEDIATELY AFTER BREAKFAST

- STEP 1** CHECK OUT TROOP SITE WITH YOUR CAMP STAFF GUIDE.
- STEP 2** RETURN ALL EQUIPMENT TO THE CAMP QUARTERMASTER.
- STEP 3** CLEAR ACCOUNTS WITH THE CAMP DIRECTOR AT THE CAMP OFFICE.
RECEIVE DEPARTURE PASS.
- STEP 4** SIGN UP FOR NEXT YEAR'S CAMPING EXPERIENCE.
- STEP 5** HAVE A SAFE TRIP HOME. HOPE YOU HAD A GOOD STAY IN CAMP, AND WE'RE GLAD YOU WERE HERE!

YOUR LAST DAY AT CAMP SCHEDULE SATURDAY

TIME

7:50am

Flag Raising

8:00am

Breakfast

8:30am

Immediately following breakfast units should return to campsite
Once your troop is packed and campsite inspection has been performed,
your unit leader should check-out at the camp office.

The Road to Next Year



Begins Today



PADDLE-RAMA

Spend an exciting week on a 70+ mile canoe trip touring the historic and scenic jewels of the Delaware River. Unlike previous years we will now be traveling the upper portion of the Delaware River from New York State to the Delaware Water Gap. This is a new High Adventure excursion you do not want to miss!

Explore the Options

Each week this summer season we will send out a group on Paddle-Rama. Scouts and Scouters can sign up for this adventure as:

1. An individual on a provisional basis
2. A small group of few to a patrol
3. A large group of 20 or more reserving the whole week's trip just for your group.

If you are signing up as a large group you can customize your trip to include a hiking component along the Appalachian Trail for the traditional Boot & Paddle style trip. Talk to us about the possibilities, we would love to help you plan your dream trip. Remember design your trip for your unit through us so we can sweat the details and provide the equipment and logistics!

Troop One

Who is Troop One for and Why would a Scout Participate?

- Any registered Scout, Varsity Scout or Venturer
- Any Scout whose Unit is not going to camp
- Any Scout who would like to spend an extra week or more in camp
- Any Scout who wants to earn extra advancement
- Any Scout who wants an extra adventure



Go to the Document Library in the Camping Section of the Council Website, www.colbsa.org to download more information about Troop One and Paddle-Rama